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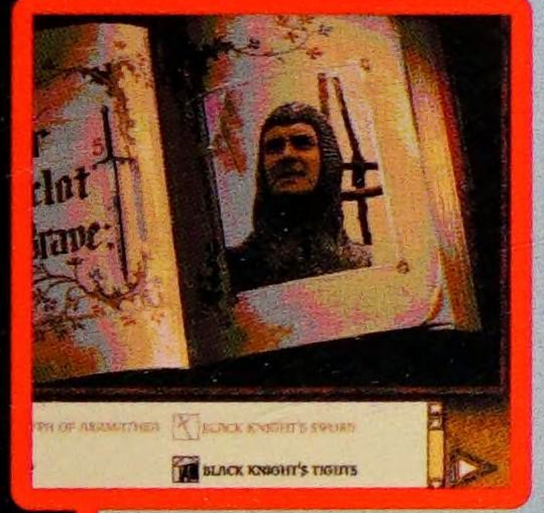

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The Best Adventure & Role Playing Games

Strategies & Secrets™

BY COMPUTER GAMES STRATEGY PLUS

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TABLE OF CONTENTS

CHAPTER 1

Myst 1

THE "SO-YOU-THINK-OF-YOURSELF-AS-AN-ADVENTURER" WALKTHROUGH 2
- Dimensional Imager 2
- Selenitic Age 3
- Stoneship Age 4
- Mechanical Age 5
- Channelwood Age 6

THE "YOU'RE-NO-ADVENTURER-YOU'RE-A-CHEAT" WALKTHROUGH 8
- Myst Island 8
- Channelwood Age 10
- Mechanical Age 11
- Selenitic Age 13
- Stoneship Age 14
- Conclusion 16

CHAPTER 2

Zork Nemesis 19

THE CONQUEROR'S EPIC 20
- Canto 1: The Temple of Agrippa 20
- Canto 2: The Castle 23
- Canto 3: The Asylum 24
- Canto 4: The Monastery 25
- Canto 5: The Conservatory 27
- Canto 6: The Finale 28

CHAPTER 3

The Pandora Directive 31

NINE DAYS AS A PRIVATE INVESTIGATOR 32
- Day One: The Search for Malloy 33
- Day Two: Ladies in Waiting 33
- Day Three: The Black Arrow Killer 35
- Day Four: Out of the Past 37
- Day Five: The Pandora Device 38
- Day Six: South by Southeast 39
- Day Seven: Shadows in the Dark 39
- Day Eight: A Message from the Dead 41
- Day Nine: A Black Sun Ascending 42

MISSION STREET 44

CHAPTER 4
The Beast Within 47

GABRIEL KNIGHT'S MYSTERY....48
Chapter One....49
Chapter Two....50
Chapter Three....50
Chapter Four....51
Chapter Five....52
Chapter Six....53

CHAPTER 5
Full Throttle 57

BEN KNOWS RIPBURGER IS TROUBLE....58
Time to Kick Butt!....59
To the Junkyard 60
Combin' the Mink Ranch....61
SHOWDOWN AT CORLEY MOTORS....63
Entering Nirvana....63
Bumper Cars....64
Corley Motors....65
It Ain't Over Until the Fat Man Dies....65

CHAPTER 6
The Dig 69

JUST DIG IT....70
Just Dig, Baby....71
Exploring the Nexus on $5.00/Day....72
Purple Rain....72
BOSTON LOW—JACK OF ALL TRADES....76
Trapper Boston, MD....76
Door Man....77
Behind the Green Door....77
Tales From the Crypt....78
Interview With the Alien....79

CHAPTER 7
Monty Python and the Holy Grail 83

UNCA BISECTS THE BRIDGE OF DEATH....85
A Sign from God....85
Bridge of Death....88

CHAPTER 8
Stonekeep 91

LET'S ALL GET STONED....92
Hunting for the Easter Egg....92
Level Two and Wahooka, Too....94
The Sewer? So, Where's Art Carney?....96

The Mana Circle in the Sharga Mines 97
BRINGING IN THE ORBS 98
Sharga Mines I 98
Sharga Mines II 98
Throggi Temple 99
Feeding Grounds I 100
Feeding Grounds II: The First Half 101
Feeding Grounds II: The Second Half 101

CHAPTER 9
Anvil of Dawn 105

FORGE FEARLESSLY FORWARD 106
Selecting a Character 107
Gryphon Keep Conundrums 107
Dark Lantern Directives 108
Underwater Labyrinth Lollapaloozas 110
Those Underground City Blues 112
Things to Do in Anvil When You're Dead 114
Queasy in the Quagmire 117
Fire Mountain Fantasies 118
Bumping Noses on the Way to the Anvil of Dawn 118

CHAPTER 10
Dungeon Master 2 121

THE LEGEND OF SKULLKEEP 122
Smart Monsters and Stupid Companions 122
Is that Skullkeep? 124
How Much for the Key on the Table? 125
Finding Your Way Around Rodeo Drive 126
DEALING DEATH AND DUMPING DRAGOTH 127
Don't Get Mad, Get Through 127
Get It in Gear 128
Free the Rockies 129
Opening the Dimension Portal 131

CHAPTER 11
Buried in Time 133

THE JOURNEYMAN'S TREK 134
Home, Sweet Home 134
Same Time, Same Place 136
Chateau Galliard 137
Da Vinci Studio 139
Put Another Chichen in the Pot 140

CHAPTER 12
Normality 145

CLUES FOR THE CLUELESS 146
Leaving Home Today 146
Rebels With Cause 147
The Blue Pens 149
Here It Is 150

CHAPTER 13
Phantasmagoria 153

PATIENCE IS A VIRTUE 154
Chapter 1: You Unleash the Evil 155
Chapter 2: You Buy Drain Cleaner 155
Chapter 3: You Hire a Housekeeper 156
Chapter 4: Once in the Morning Does It 156
Chapter 5: A Seance! 157
Chapter 6: Malcolm's Denouement 157
Chapter 7: You Re-leash the Evil 157

CHAPTER 14
The Riddle of Master Lu 161

GETTING OFF TO A DRAMATIC START 162
Peiping 163
Danzig 163
Peru 165
EASTER ISLAND AND BEYOND 166
At the Cove 166
Sikkim 167
Peiping 169
The Emperor's Tomb 170

CHAPTER 15
Ripper 173

RIP IT! 174
Prologue 175
Act 1 175
RIPPING ALONG TO ACT 3 179
Act 2 179
ACT 3 183
The Police Station 184
Magnotta's Apartment 184
Back to the Tribeca Center 184
Closing the Loops in Realspace 185

CHAPTER 16
Shannara 191

EXPOSING EVASIVE ENIGMAS 192
Be a Savior and Healer 192

CHAPTER 17
Chronomaster 201

IN SEARCH OF WORLD KEYS 202
Urbs 202
Aurans 203
Fortuna 205
Other Possible Solutions 206
TOURING CABAL, VERDRY, AND DYCE 207
Cabal 207
Verdry 208
Dyce 209

CHAPTER 18
Ecstatica 215

THE GAME OF MULTIPLE DEATHS 216
Flatulent Bear? 217
Piglet Man 218
Monk Hunter 218
Get Energized 219

CHAPTER 19
Frankenstein: Through the Eyes of the Monster 221

WHAT A HANGOVER! 222
Balconies, Crawl Spaces, and Banquet Halls 222
Crystals and Parachutes 223
Failed Experiments 223
Let's Ransack the Second Floor! 224
Time for Some Major Maze Running 224
Tunnels, Octopi, and Paddlewheels 225

CHAPTER 20
Hell 229

TO HELL AND BACK 230
THE REST OF HELL 233
Alternative One: Resurrection Unlimited 233
Alternative Two: British Embassy 234

INTRODUCTION

The Best Adventure & Role Playing Games Strategies & Secrets is a treasure chest for computer gamers. This combination book/CD/magazine subscription, specifically devoted to PC fantasy-adventure gamers, is one of the best buys on the market today.

THE SUBSCRIPTION

This book/CD package includes a six-issue subscription to *COMPUTER GAMES Strategy Plus* magazine. Send no money—your subscription is already paid. To activate your subscription, simply tear out the form at the back of the book, fill it out, fold, seal, put a stamp on it, and mail it. (If you're already a subscriber, your subscription will be extended for six issues.)

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THE BOOK

This book is packed with hints, tips, and strategies for playing computer fantasy-adventure role-playing games—all written by some of the world's leading reviewers and players of fantasy-adventure game products. These veterans of the role-playing genre have assumed many identities to discover the secrets of the games so you may assume the role of your favorite character and embark on fun and adventure. In this collection, they share with you the important tips; successful, and some unsuccessful, strategies and tactics; and, in desperate situations, the cheats necessary to help you solve the puzzles and venture through the highly *graphical environments* this genre of computer games offers.

The chapters in this book cover today's most popular, best-selling, and challenging fantasy-adventure games for the PC. Whether you want to assume the identity of private investigator Tex Murphy in Access Software's *Pandora Directive*; go along with the folly and frivality of Sir Lancelot and "Brave, brave, Sir Robin," in 7th Level's *Monty Python and the Holy Grail*; or solve the misty puzzles and clues in Broderbund's immensely popular *Myst*, you can get all of the valuable adventure information you need in this book.

The Best Adventure & Role Playing Games Strategies & Secrets presents a liberal arrangement of fantasy-adventure games for the PC, role-playing games in which you must solve intricate puzzles and unearth clues to reach one of several possible conclusions. After reading the specific hints and tips in the chapters covering your favorite games, you will have all the secret information you need to play out your chosen role in a variety of graphical environments.

THE CD-ROM

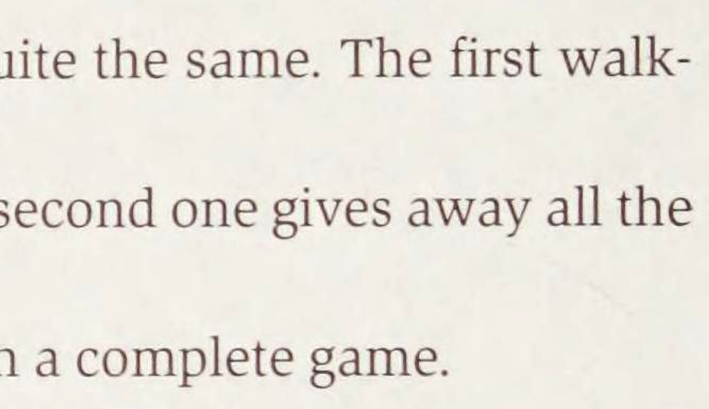
The CD-ROM at the back of this book includes demos of some of the games presented in this book as well as some other goodies. You'll find hours of entertainment with these playable demos. There's nothing like seeing if you'll really like a game before you plunk down $50 or $60 for it. After you've mastered one of your favorite adventure games, check out the CD and install a demo for another game that you always wanted to try out.

Myśl

This chapter takes you on two kinds of walkthroughs through Broderbund's sensational, best-selling fantasy/adventure game, *Myst*. Keep in mind, though, that these are just two ways to walk through the game. Because you can play through any of the four Ages in any order, no two games are ever quite the same. The first walkthrough is for those more adventurous souls, while the second one gives away all the secrets in a direct start-to-finish route to get you through a complete game.

THE "SO YOU-THINK-OF-YOURSELF-AS-AN-ADVENTURER" WALKTHROUGH

*Myst*ified, eh? First, explore the island flip-up marker-switch handles as you find them at the Dock, Sunken Gear, Planetarium, Spaceship, Pillar Garden, Generator Cave, and Log Cabin (which is hidden in the trees not far from the Generator Cave). The eighth marker (which you flip later) is across a hidden bridge at the Clocktower.

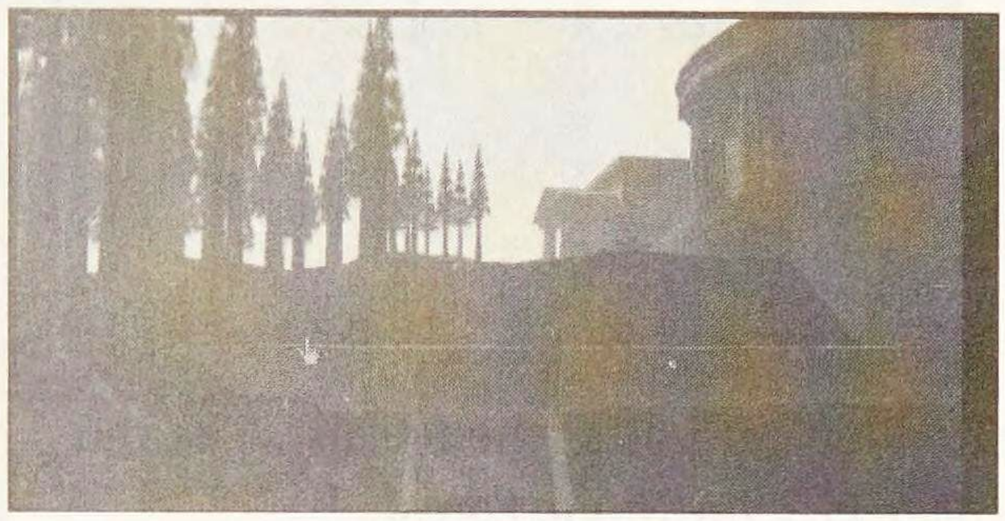


DIMENSIONAL IMAGER

At the Dock, turn towards the wall, away from the ship, and open the door. Go down and find a note on a panel.

The note has three code numbers (67, 47, and 40). Push a button to open the panel. Enter 08 (number of marker switches) and use the Imager in the center of the room to get a message from Atrus for Catherine.

Game Objective



The objective of the game is to find a red or blue page in the four different Ages, and return four of the same color pages to the same color book (*not* on a bookshelf) in the Library. These four pages enable a static-free message that gives the page number of the book containing a pattern necessary to open a secret door at the end of the game. You must also make a copy of a message on torn halves of a journal page that tells you how to get to the secret door.

Plaque Clues

Find clues to help you get to the four different Ages by using a map in the Library. Drag a tower rotation line to one of the four locations once their markers are flipped (Spaceship, Dock, Sunken Gear, or Log Cabin). The line should turn red. Then, go to the top of the observatory tower via a secret passage behind the bookshelf. (Click on the bookshelf painting of the stairs.) Follow the passage to an elevator. Click on the Library button. Go behind the elevator and climb a ladder. At the top there is a plaque inscribed with the following clues:

Spaceship: "59 volts"

Dock: "October 11, 1984, 10:04 AM; January 17, 1207, 5:46 AM; November 23, 9791, 6:57 PM"

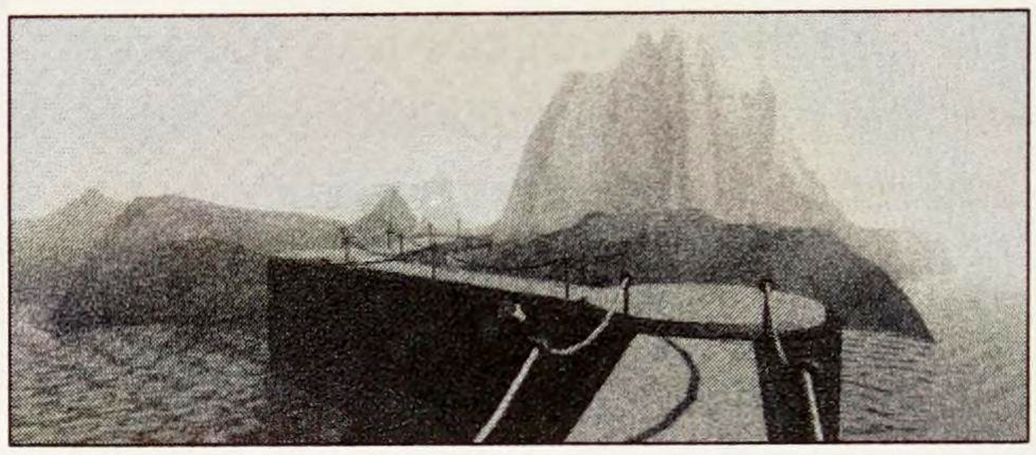
Sunken Gears: "2:40; 2, 2, 1"

Log Cabin: "7, 2, 4"

SELENITIC AGE

The Generator Cave has ten generators. Any combination adding up to 59 volts will activate the Spaceship. Select these generators in the left row: 1, 10; 3, 18. Select these generators in right row: 3, 22; 4, 19.

Enter the Spaceship, and go to the keyboard. Play a five note sequence you find in the Selenitic journal in the Library. Go to the tuner at the other end of the ship, and use the slider bars to duplicate each note. Do it one note at a time. The correct pitch is very important. Pull the handle on the tuner and click on the transport book. The first click activates a fly-by of the island in the Selenitic Age. The second click transports you.



Selenitic Pages

The blue page is at the Oasis (take the first left turn after the Portal). The red page is at the Stone Forest.

Transmitters and Receivers

Turn on the five transmitters at the Oasis, Chasm, Clocktower, Stone Forest, and Wind Tunnel (click the red button beneath the golden icon on each podium). Find the receiver near the Wind Tunnel podium. Go down the ladder, switch on the light, go through the tunnel to the ladder, and then go up. Click on the antenna podium to open the steel doors.

Click one of the five icon buttons on the receiver. Use the arrows to move the camera. When the camera is in the correct position, the static sound disappears and the transmitter sound comes in clearly. (The positions are: Oasis, 153.4, Chasm, 130.3, Clocktower, 55.6, Stone Forest, 15.0, and Wind Tunnel, 212.2). Press the sigma key (Σ) to find the order of sounds for Portal: flute, water, wind, turbulence, and clanking).

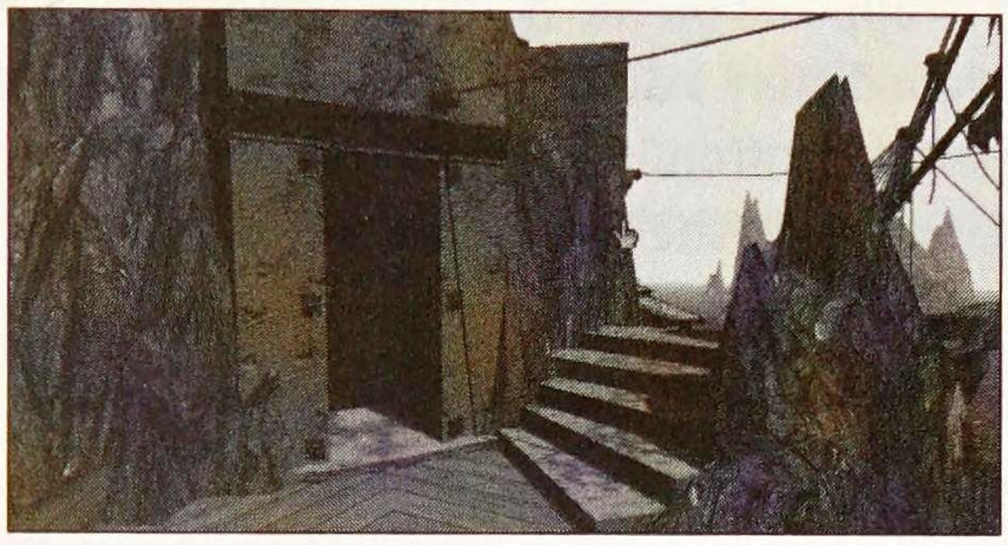
Mazerunner

Enter the sounds and press the slider bar button to open the maze door. Go down the long passage, open the rail car, enter, and press "forward." Use the arrows to go N, W, N, E, E, S, S, W, SW, W, NW, NE, N, SE, and out. Press "forward" whenever you are headed in the correct direction. Click on the picture in the transport book to go back to the Library and return the page.

STONESHIP AGE

Go to the Planetarium. Enter the three dates found on the Dock plaque. Press the upper left button after entering each date, and a new constellation appears.

Look up the three constellations in the blue and red book (Leaf, Snake, and Insect are icons of the stars). Go to the Pillar Garden, and click on those pillar icons. Then go to the Dock and board the ship. The transport book is in the cabin. Go to the Umbrella Crow's Nest. The right switch pumps out the Lighthouse, the middle switch pumps out the tunnels, and the left switch pumps out the Book Room. Pump out the Lighthouse and enter.



Go downstairs and open the spigot of the trunk. Close it after the trunk is drained. Go to the Crow's Nest and pump out the tunnels; then flood the Lighthouse again. Go to the Lighthouse, and use the chain key to unlock the trunk; take the key that is inside. Climb the ladder and open the attic door. Crank up the battery (click and hold), and go to the stone ship entrance. You now have ten minutes to explore the ship (stumble back in the dark to crank up the battery when time runs out).

Stoneship Pages

The red page is in the bottom dresser drawer in Sirrus's room. The blue page is on the bed in Achenar's room. Half of the journal page is in the chest of map drawers (second drawer from the bottom). *Write down the message!*

Book Room

The sliding panel is on the first landing, which is marked by a red square. Click on it to enter the Compass Room and set the compass. (There is a lookout telescope up on a wooden bridge path that you can use to scan the horizon and find the blinking light. The light is at 135 degrees, the twelfth button clockwise from due north on the compass.) Go to the Crow's Nest and pump out the Book Room in the aft hold. Click on the table in the Book Room and the transport book will appear.

MECHANICAL AGE

Go to the Clocktower controls, and set the clock to 2:40. Each click of the large wheel moves the clock ahead five minutes; each click of the small wheel moves the clock ahead an hour. Push the red button, cross the bridge, and flip the marker switch. Go

inside the Clocktower and use the levers to reset the numbers from 3, 3, 3 to 2, 2, 1. To do this pull and release the right lever twice. Then hold the left lever down. (When "1" appears on the bottom, wait until the middle "2" rotates back around and let go immediately.) Go to the Sunken Gears on the other side of the island, and get the transport book from the secret compartment in the main gear. Click on the picture, and transport to the Mechanical Age.

Mechanical Pages

Explore the South island to find the pages hidden in the secret storage rooms behind the brothers' rooms (look for the recessed metal panels). The red page is in the top chest in the back left corner of Sirrus's secret room. A note from Achenar is in the wine rack. The blue page is beneath the shelf of vials.

Rotation Controls

Go to the back hallway connecting the rooms, and press the red button. Go down to the elevator's control panel. Push the lever to line up the openings in the two circles on the indicator at the left of the lever. (The circles turn red.) Go back and press the red button again. When the stairs rise, get in the elevator and push the up arrow. On the top floor, push the middle button, and get out immediately. The elevator drops, revealing the fortress rotation controls. Rotate the entrance ramp to North island first, and then toward East island to find the code.

Enter the code at the control panel next to the Giant Gear to open the Book Chamber. Go down and click on the transport book.

CHANNELWOOD AGE

Copy the diagram of the Tree Hut Village in the green and red book at the far left of the top shelf in the Library. Enter the Log Cabin and enter 7, 2, and 4 on the safe. Drag the handle to open it. Click on the matchbook, and then strike the match on the box. Move the lit match to a small box on the furnace to light the pilot. Click and hold on the *right* side of the valve wheel until it won't turn any more (ten to twelve cranks). Click and hold on the *left* side of the wheel until the fire is out, then go out to the Giant Tree Platform *immediately*. When the elevator reaches ground level, get in and ride it down to the transport book. Go to Channelwood.

Water Power

Go to the Windmill and turn the spigot. The water system will power different mechanisms when you direct the flow of water by flipping switches at the Y-forks in the hallway. Beginning at the first Y-fork facing *away* from the Windmill, redirect the water to the left and then to the right at the next three Y-forks. Enter the elevator, and go to the second level by pulling the handle.

Tree Huts

Look at the copy of the Tree Hut sketch. There should be two squares at the top. The square to the right shows the location of the winding staircase. Below it is the square where you are now: the elevator. From the elevator, go straight to the first hut, turn right at the next three Y-forks, and then go straight. Enter the hut and pull the handle of the switch. This opens the gate at the top of the winding staircase. Go south, west, and north to the winding staircase. Go down the stairs and open the gate. Follow the walkway to the first Y-fork, and redirect the water to the winding stairs (right). Go back up the winding staircase to the elevator at the top, and take it to the third level.

Channelwood Pages

The blue page is in Achenar's room down the path. The red page is across the walkway in the desk drawer in Sirrus's bedroom. The right-hand drawer of the pedestal under his bed contains the second half of the torn journal page. *Write down what it says!*

Hidden Bridge

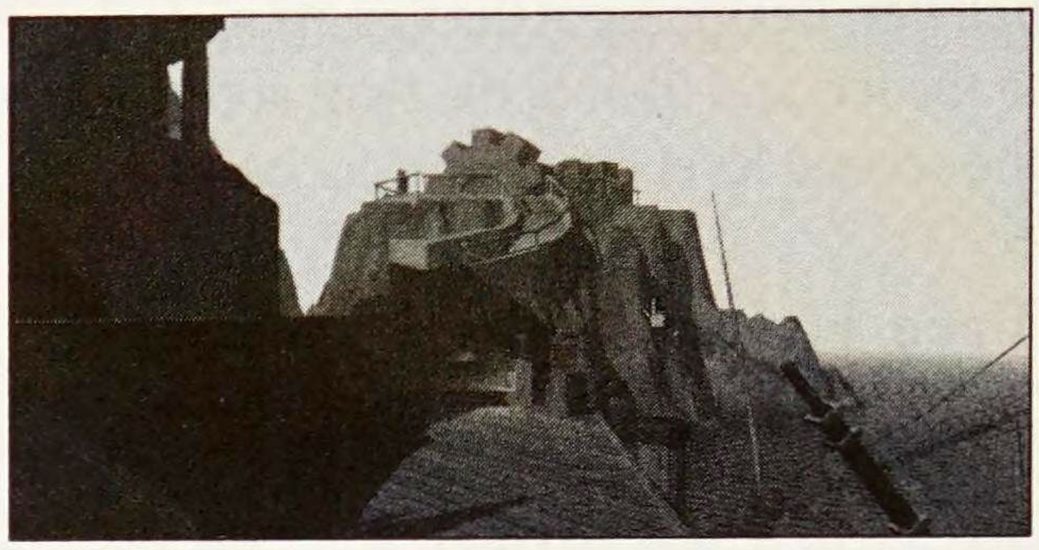
Take the elevator down, go down the winding stairs, move on to the first Y-fork, and face away from the Windmill. Redirect the water at the Y-forks left, left, and right.

Far Elevator

Pull the handle of the mechanism, and continue across the bridge to the far elevator. Turn right and follow the path to its dead end. Turn the crank to extend the pipe, telescope-style, across the gap. Go back to the first Y-fork facing away from the elevator. Redirect the water left, right, right, and left. Ride the elevator to the transport book on the next level.

End of Game

Listen to either brother's final message. He'll tell you about the pattern on page 158 of the book on the far right of the middle shelf. Copy the pattern. Follow the directions on the torn pages, go to the Dock, and turn off the marker switch.



Get the white page from the open vault. Go to the Library fireplace, enter, and click the button at the upper left. Enter the pattern on the door. Click the button again to ride to the secret chamber. Click first on the green book, then on the picture of Atrus, and listen to his message; click on him again to go to Dunny. Give the white page to Atrus when he asks for it.

THE "YOU'RE-NO-ADVENTURER-YOU'RE-A-CHEAT" WALKTHROUGH

Proceed at your own risk. This section contains a no-frills walk-thru of all of *Myst*. No challenges. No surprises. So if you want to impress your friends with your gaming prowess, don't peek at this section of the chapter.

MYST ISLAND

From your starting place on the dock, walk straight ahead and up the stairs. Move toward the library and pick up Atrus's note. Since he mentions the fore-chamber, return to the dock and take the small door cut into the side of the island. Go inside and click on the cauldron button. There's a note by the door with the correct settings for this Dimensional Imager.

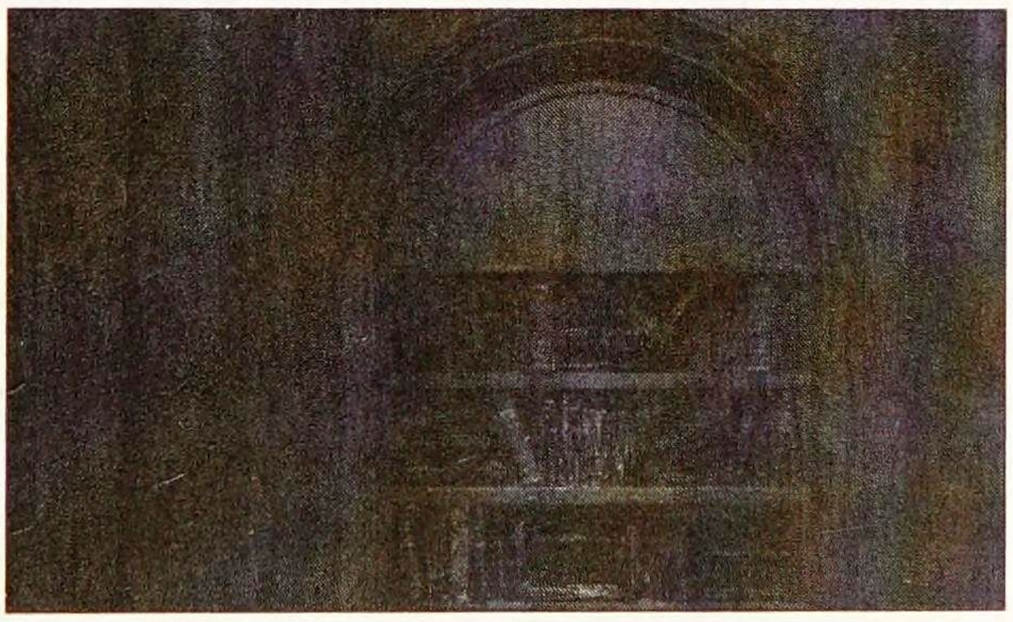
Press the tiny green button to the left, open the control panel, and enter the number settings. In addition to the pool at which the imager is presently set, you can get a topographical map of Myst Island and a holographic image of the marker switches. Since the note you found on the grass told you to count the marker switches, explore

the island, turning on the switches (you can't yet reach the one by the clock tower) and counting them. There are eight in all:

- The dock
- The giant cog wheel
- The planetarium
- The rocketship
- The fountain
- The generator shed
- The cabin
- The clock tower

Return to the fore-chamber and enter the number of switches into the Dimensional Imager. You get your first message from Atrus, in which he speaks to his wife, Catherine, of his suspicions about their sons, and the "tower rotation."

Once the message is completed, go to the Library. You can do some research for your travels by reading Atrus's journals—they're among the burned books on the bookshelf. You can also hear from the brothers themselves by returning the first red and blue pages to the books.



As you approach the map of Myst Island, landmarks appear on its surface. This is what turning on the master switches accomplished; if any are missing, you may have missed a switch. The round tower behind the Library is blinking. Click on it and hold until an indicator line leading from it begins to rotate around the island. The line turns red at four locations: the giant cog, the ship, the giant tree behind the cabin, and the rocketship. Stop the line at the tree behind the cabin. As you release the tower, you hear the grinding of heavy machinery.

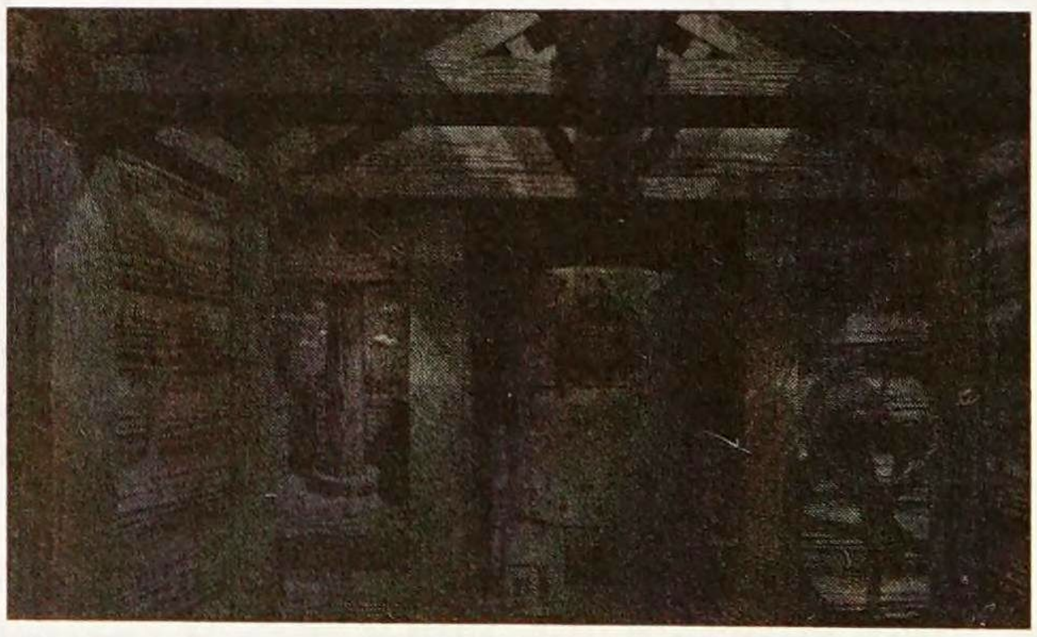
Now go to the painting of the open bookcase. Click on it—the entrance to the Library closes, but a secret passageway behind the bookshelf is revealed. Follow the corridor to an elevator, and take the elevator to the tower.

As the doors of the elevator open, you face a ladder with a book emblem mounted on it. Climb the ladder and look through the slit window at the top. You should see the giant tree. Climb back down, but instead of getting in the elevator, go behind it. There's another ladder there, this one with a key emblem. A metal plate is attached to the wall. On it is written "7, 2, 4." Repeat the tower rotation until you have all four clues.

Tree:	7, 2, 4
Giant cog:	2:40
	2, 2, 1
Rocketship:	59 volts
Sunken ship:	October 11, 1984, 10:04 a.m.
	January 17, 1207, 5:46 a.m.
	November 23, 9791, 6:57 p.m.

CHANNELWOOD AGE

To get to the Channelwood Age, go to the cabin and enter the tower clue—7, 2, 4—as the combination to the safe. There's a box of matches inside. Strike a match, and then move to the furnace at the other end of the room. The pilot light is in the bottom left-hand corner. Touch it with the match. Now move to the fuel wheel to the right. Turn it clockwise as far as it will go. The banging you hear outside is the elevator car moving up the trunk of the giant tree.



When the noise stops, turn off the fuel wheel and run outside. You should be able to get inside the elevator car before it goes back underground. If not, repeat the steps until you can step into the car. The elevator takes you to a hidden room; the Myst book is inside.

Once you're in the Channelwood Age, move left until you reach a windmill. Go inside and turn on the faucet at the base of the large tank. Back on the walkways, adjust the switches controlling the water flow so the plain elevator (not the one by the spiral staircase) gets water pressure. Take the elevator up one level.

Search the huts until you find a lever under a window that overlooks the circular staircase. Pull the lever so the locked wooden door to the stairs opens. Leave that hut and move to the right until you reach the elevator and staircase. Take the stairs down and reroute the water so it reaches the elevator. Climb back up and take the elevator to the third level.

Search Achenar's and Sirrus's rooms until you find the red and blue pages. (The red page is in Sirrus's desk; the blue page is on the floor next to Achenar's video machine.) While you're in Sirrus's room, look in the right-hand drawer under his bed. Write down what you can read in the torn note.

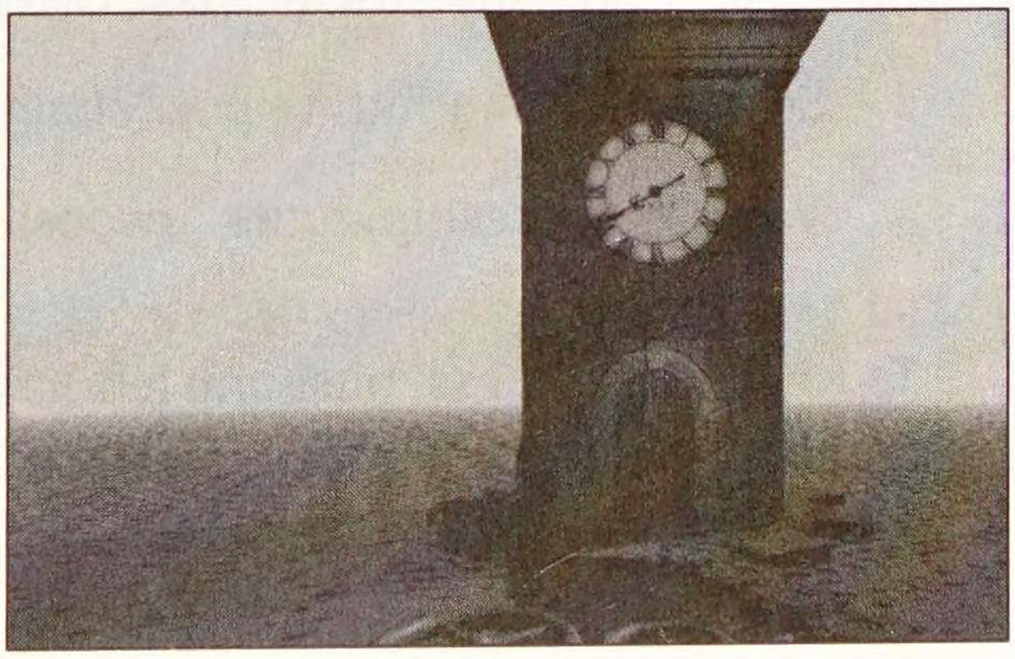
Return to the ground level of Channelwood and look for an elevator that lies just beyond a gap in the walkway on one path and a gap in the pipeline on another. Switch the direction of the water so it's headed toward the gap in the walkway, and then pull the lever that's there. A hidden bridge is revealed. Walk along it past the elevator and turn a crank to extend the pipeline across the gap. Retrace your steps and reroute the water a final time so it's flowing through the pipe. Now that the elevator has power, take it up one floor to a hidden room with a Myst book that carries you back to Myst Island.

Return whichever page you brought back with you to its proper book, and then return to Channelwood, reroute water until you can pick up the other page, and return it, too. This goes for all the Ages.

MECHANICAL AGE

The tower clue for the giant cog is the key to the Mechanical Age: 2:40 and 2-2-1.

Go to the clock tower and look at the wheels on shore. Each time you click on one, it moves a hand of the clock on the tower. Move the little wheel until the little hand points to 2 and the big wheel until the big hand points to 8. A hidden bridge rises from the water. Cross the bridge and go inside the clock tower—and don't forget to turn on the final master switch by the door.



The machine inside has three dials on top reading 3-3-3 and a lever on either side. Pull and release the left lever so the numbers move to 3-1-1. Pull and release the right lever so the numbers read 1-2-1. Now pull and hold the right lever. The top number jumps to 2; keep holding until the middle number clicks to 2 as well. When you have the 2-2-1 pattern, the cog at the base of the machine opens, and so does the giant cog on Myst Island. Go to the giant cog and travel with the Myst book inside to the Mechanical Age.

The Mechanical Age is like a bike wheel: you need to rotate the center to different spokes before you can leave. The machine on the rock where you arrive requires four symbols to work. You get those symbols in two different locations you can access only by rotating the entire central fortress.

But before you get to all that, go into the fortress and search the brothers' rooms. There's a secret passage in each—behind the tapestry in Sirrus's room and between the throne and the rotation image in Achenar's. The red and blue pages are inside the hidden rooms.

Once you've explored both rooms and both secret passages, move to the hall that connects the brothers' rooms. Push the red button to access the stairway down. Pull the lever on the machine down there until the circle indicators match up and turn red. Go back upstairs and push the red button. Cross the short hallway to the elevator and take it up one floor.

Once you've reached the tower room, press the rectangular button between the up and down arrows in the elevator car, and then step immediately from the elevator. The car drops down far enough to reveal some controls. This is how you rotate the fortress.

You can rotate the fortress in four directions, although one is a dead end. You can tell when you've successfully hit a position by the noise you hear:

North = service bell "dink" (first two symbols)

East = squishy "dwip" (last two symbols)

South = spoon hitting pot "clang" (initial position/exit)

West = spaceship doors "swoosh" (dead end)

To rotate the fortress, push the left-hand lever and leave it. Push the right-hand lever for a certain amount of time, pull it back, and then pull back to the left-hand lever. If you hear a noise, you've hit one of the locations. If you hear nothing, you've rotated

to an invalid position. Experiment with the length of time you push the right-hand lever until you hit the different spots.

Once you have all four symbols—a horseshoe, a triangle-rectangle-triangle, a moon over three trees, and a semicircle—a passageway opens down to a secret chamber containing the Myst book. Returning for the other page is a breeze.

SELENITIC AGE

Rotate the tower to the rocketship and pick up the "59 volts" clue. Then go to the generator shed and move downstairs to the power controls. Push the buttons until you have 59 volts powering through. (Buttons 4, 7, 8, and 9 is one way.) If the right-hand gauge drops to zero, go outside to one of the circuit breaker towers—just outside the shed or closer to the rocket—and reset the switch, and then try again.

When you've set the correct voltage, go to the rocket and use the organ clue from the journal to set the sliding levers. Once the levers match the notes, you're off to the Selenitic Age.

Look for five different brick structures, each with an "altar," a microphone, and a sound dish. Push the red button at the base of each symbol on each altar to activate the microphone. The water symbol (where the blue page can be located) is a hard left from the locked shed. The heat symbol is just to the left of the main path and the clock symbol is just to the right of the main path. The obelisk symbol (where the red page can be located) is to the right where the main path forks, and the wind symbol is to the left of the fork, on the far end of the island.

Once you've activated all five microphones, take the tunnel by the wind symbol down and walk under the water to a mall outcropping laden with machinery and sound dishes. You need to find the sound frequencies for each of the "altars" by adjusting the video screen and surveying the island for the noises produced by the microphones—you want a clear sound without any static. The correct frequencies are:

water/well	53.4
heat/chasm	130.3
gears/clock	55.6
flue/obelisk	15.0
wind/tunnel	212.2

When the final frequency has been entered, press the control button. The buttons flash in a new pattern: flue, water, wind, heat, and gears. Now you have the key to the locked shed.

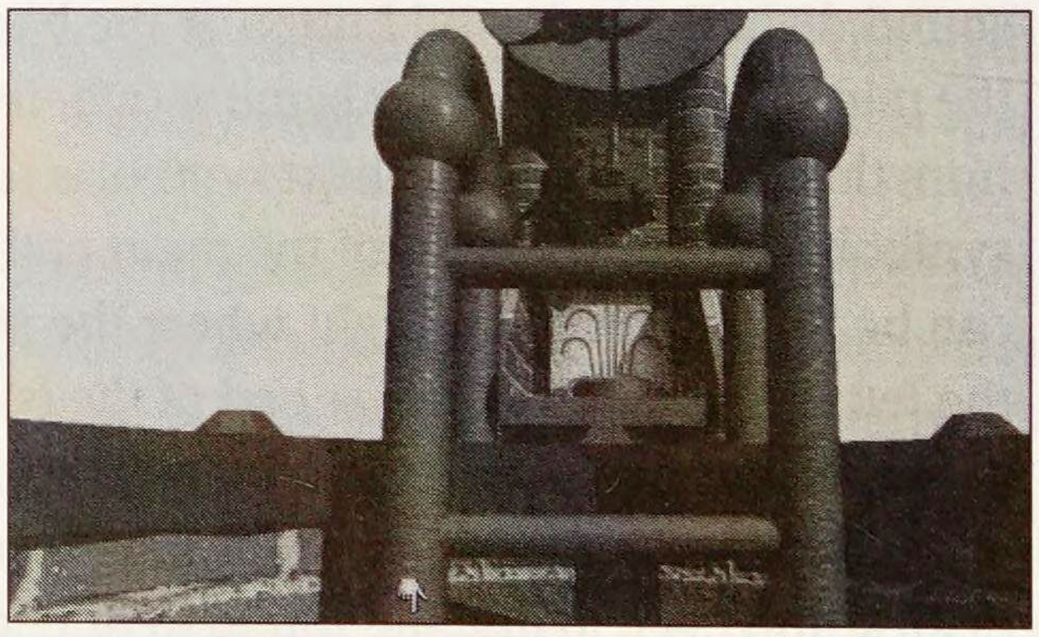
Return to the locked shed and move the sliders until each one is tuned to the sound in the pattern. Push the control button, and the door slides open. Go inside and follow the hallway until you reach a small tram. Climb into the pilot's seat to maneuver your way through the underground caverns. The direction in which you should go is indicated by the sound you hear at each stop. The sounds match the rotation directions from the Mechanical Age, except east and west are switched:

North = service bell "dink"

East = spaceship doors "swoosh"

South = spoon hitting pot "clang"

West = squishy "dwip"



If you're supposed to go northeast, southeast, southwest, or northwest, you hear a combination of the two sounds that make up that direction. The correct path ends up being N, W, N, E, E, S, S, W, SW, W, NW, NE, N, and SE. There's a door in front of the final stop; exit the tram and find the Myst book so you can travel back to the main island. Unfortunately, when you return for the second page, you have to run the cavern maze again.

STONESHIP AGE

Rotate the tower to the sunken ship for the final clues.

October 11, 1984, 10:04 a.m.

January 17, 1207, 5:46 a.m.

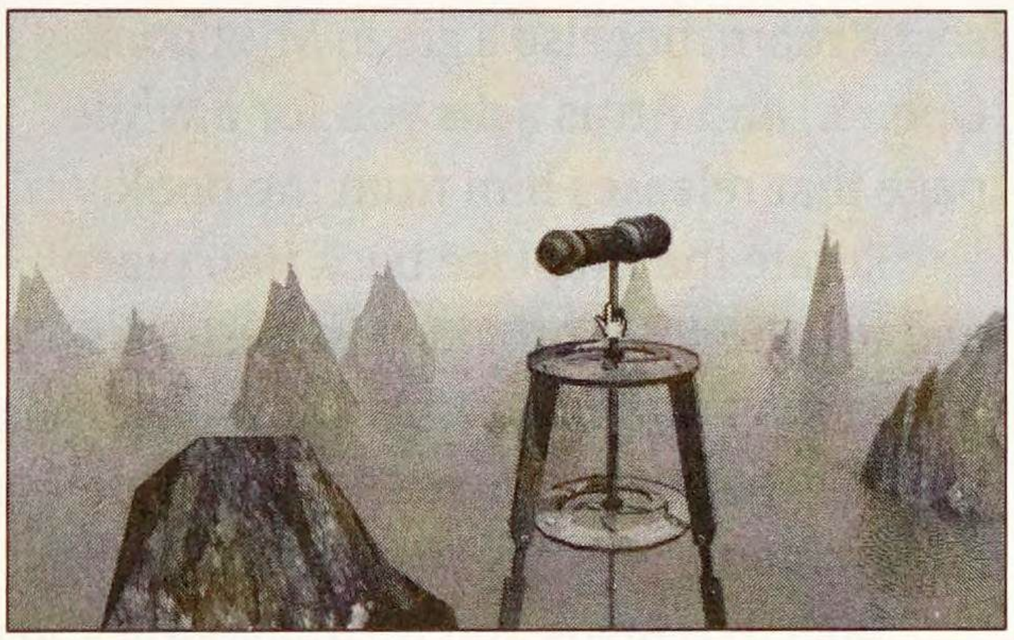
November 23, 9791, 6:57 p.m.

Go into the planetarium, turn off the lights, and enter the tree dates in the overhead gear. Match the constellations you see with the ones in Atrus's journal. You end up with the leaf, the snake, and the insect.

Head for the pillars surrounding the fountain and press the buttons on the three that match constellations. The sunken ship in the fountain rises, and so does the ship by the dock. Go into the cabin of the ship and take the Myst book to The Rocks, the Stoneship Age.

Much of the Stoneship Age is underwater, but pumps are located at the end of a pier under an umbrella. The one on the left drains the ship's cabin, the one in the middle drains the tunnels in the big rock, and the one on the right drains the lighthouse. Press the right-hand button and go to the lighthouse.

Go down the light house stairs and take a look at the chest there. Open the small valve and drain the water, and then close the valve again. Flood the lighthouse again so the chest floats to the walkway and you can open it with the key bolted to the floor. Use the key inside the chest to open the trap door in the ceiling, and then go into the dome of the lighthouse.



Crank the generator wheel at the far end of the room until the battery gauge shows solid white. Each charged battery gives you about ten minutes of power.

Drain the tunnels in the rock and search them. There's a bedroom at the bottom of each hallway. Look for a red page in the bottom drawer of the cabinet in Sirrus's room. There's a blue page on Achenar's bed, as well as the missing half of the torn note from Channelwood in the bottom drawer of his chest of drawers. There's a typographical error at this point in the MPC version of *Myst*. The word "off" should read "on."

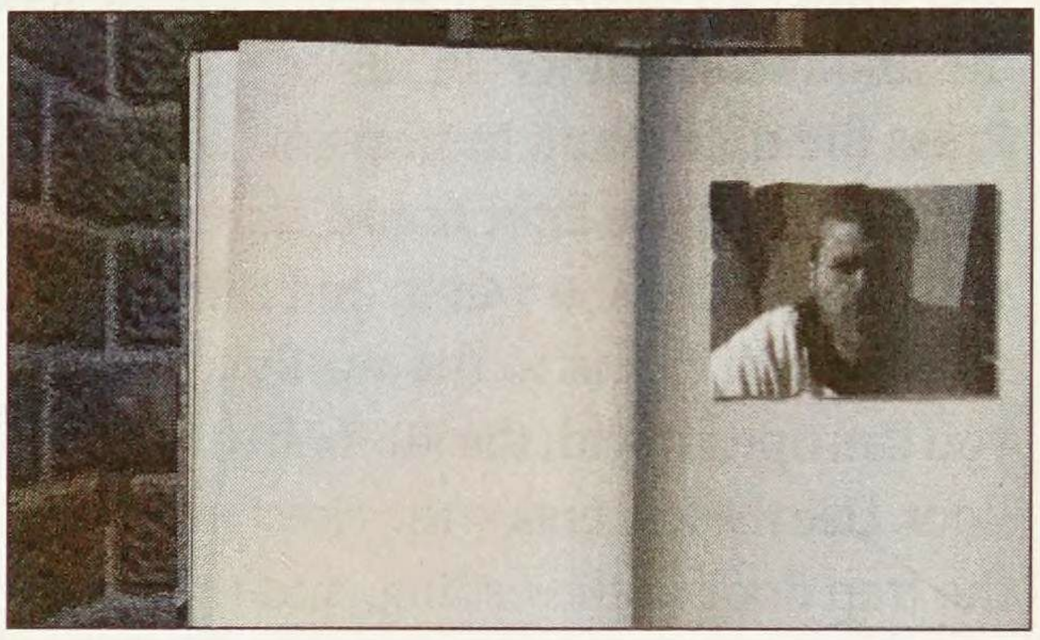
On your way up either staircase, look for a panel marked with a red square. Press it to reveal a hidden passageway that leads to a compass wheel surrounded by buttons.

Go to the telescope on the summit of The Rocks and adjust it until the lighthouse beacon comes into view, as indicated by Atrus's journals. You spot the light at 135 degrees. When you return to the wheel, press the equivalent button (the 12th, clockwise). That turns on the light source for the ship's cabin.

Drain the cabin, and then go down the stairs until you reach a table. Click on it and a Myst book emerges. You have to charge the generator and drain the tunnels again to pick up the page you left behind, but it's a fairly quick procedure.

CONCLUSION

When you return the fifth pages to the brothers, they tell you there's a final page for each of their books that can be found in a secret room accessed through the fireplace. Take out the puzzle book from the bookshelf and copy puzzle 158. Go into the fireplace, shut the door, and copy the pattern on the iron plate inset into the door. Press the elevator button to rotate the chamber.



There are red and blue pages in the secret room, but also a green Myst book. Open it, and Atrus asks you for a white page that releases him from the book.

Rotate the fireplace back into place and use the clues provided in the torn note to find the white page. First check the Myst Island map and make sure all the marker switches are on. Then go to the dock and turn off the switch there. A secret panel opens in the switch podium, with the white page inside.

Take it to Atrus and he transports you to Dunny, where you hand over the page in person. He disappears to take care of his deceitful sons. When he returns, he offers you a Myst book to continue your travels, starts planning a way to help his wife, and warns you that he might need you help in the future.

Congratulations—you've finished Myst!

2

Zork Nemesis

Activision's latest Zork extravaganza, *Zork Nemesis*, is a landmark in the evolution of what has been one of the most beloved empires of modern adventure gaming. GUE, the Great Underground Empire, which has served as the center of the Zork universe for about 20 years, contains a remote region known as the Forbidden Lands. You are a wanderer through these lands and begin the game amid ancient ruins.

THE CONQUEROR'S EPIC

At the request of the Grand Chronicler of Frobozzica, the following scenario tracks one possible journey you can take through the Forbidden lands to help save the world from a most foul and dreaded peril!

CANTO I: THE TEMPLE OF AGRIPPA

You arrive at the temple, a dreary and moldering place, and proceed through the main entrance with bold and unfaltering strides. Your attention is arrested by a small mausoleum unconnected to the temple proper; inside, you discover a coffin containing a highly unusual object, apparently a haunted violin (?), and an apparition that warns of danger inside the temple (you have asked Rogozzio the Sage for his opinions regarding the violin, but as yet he is as perplexed as you are).

You stride imperturbably to the door and attempt to force it open. This fails miserably, however, so you resort to using the provided knocker and are both pleased and surprised when the door opens of its own accord.

Once inside, you are assailed by the booming voice of the Nemesis. As the Nemesis has little more to offer than common insults, ignore him and proceed into a vast library, wherein you read several fascinating works. In one book you learn of the alchemist's four elements—air, water, fire, and earth—with their corresponding symbols and planets. There is also a most helpful map of the temple, which you can use to navigate yourself to a laboratory in the far corner of the temple. The Nemesis begins to badger you once again at this juncture, but you continue to ignore his hollow threats and study the manuals and materials strewn about the room.

Next, proceed between a pair of delightful fountains—the temple as a whole is rather dreary, but the fountains are quite pleasant—and discover a great circular room containing four sarcophagi and an altar. Each sarcophagus contains one of the four Missing Citizens of Prominence detailed in Agent L. Bivotar's journal (Archive File A-NEM/FOBLIA). These citizens are plainly visible within their sarcophagi. They are even capable of speaking to you despite their deceased state, which you will find quite unusual; the deceased usually eschew such energetic displays.

From these citizens and the four empty slots on the altar, you determine immediately, if not sooner, that your task is to retrieve all four elements. Child's play, you think, and set to work.

The Quest for Fire

After stumbling hither and thither, you return to the library and slide aside a series of maps that cover the far wall. By moving them correctly you'll discover a passageway. The passageway leads to a dial with a man engraved upon it. After spinning the man in various ways, you discover that the symbol for fire is indeed the key to this puzzle; the door opens, revealing a broken sundial. Just as luck would have it, you had noticed another sundial earlier, from which you procured the blade.

After manipulating the sundial in a certain fashion, a door will appear, admitting you to a nave filled with candles. By cleverly arranging a mirror upon the hooks of this room, you'll discover a candle quite

different from its fellows; this is the fire you seek, and you suddenly find yourself returned to the altar beside the sarcophagi.

Water, Water Everywhere

Behind the altar you'll discover a curious room with a fountain and a magical statue that plays the flute. Two stairways lead from this room, but through some curious sleight they both lead back to the very same room! However, after manipulating the fountain in such a fashion that its sound accords with that of the miniature flutist, you are then able to render the stairways traversable.

Upstairs you'll discover a remarkable room with paintings of archaic times. A chair in the center of the room allows limited time travel, at least within the scope of the room. By sitting in the chair and turning, you can spin back into the past. It is in this very room that you can discover water, for a window that looks out upon each age allows you to fetch certain important objects, and after spinning this way and that, fetching objects from the window, you soon have your water and are returned to the altar.

Journey to the Center of the Earth

Another back room, guarded by a pair of skeletal hands that open when an earth symbol is revealed beneath each, discloses a remarkable stairway. By switching a lever you can obtain passage to the bottom; by switching another lever you'll find you can climb to the very top, where several telescopes give you a view of different worlds, each with a corresponding symbol.

Remembering the earth symbol, you descend to the caverns below and look through a fifth telescope—again, the symbol for earth! Soon you discover a mine cart, and after illuminating a certain symbol on a nearby control panel, you ride directly to the earth element, and are transported back to the altar.

An Airy Matter

Yet another room behind the altar contains several curious horns, including a blue one that represents air. On the floor lies a mosaic with twinkling stars; by manipulating these stars so that the blue stars twinkle and the others lay dim, you can open a passageway to a lofty room.

This same lofty room contains a most unusual machine with several levers and several color schematics etched upon its sides. By pressing an ornament on the

machine, you close the room's windows and can then see that a green gas has suffused a glass bubble set upon the machine.

Now the levers are accessible, and you find that by setting each lever at a full, half, or zero position, you release different colored gasses into the bubble. By replicating the color schemes upon the machine's side, you'll soon avail yourself of the air element.

The Globe

At this point you'll have another encounter with the Nemesis and a golden globe will be presented to you. This globe is the key to several other locations; by climbing beneath a dome behind the altar and manipulating a series of levers, the globe can be inserted into a planetary model (in effect, it is the sun) and by rotating the planets, you can visit other locales.

Being the logical sort, you turn the wheel just a trifle, aligning the sun with Murz and teleporting yourself to the Castle.

CANTO 2: THE CASTLE

The first order of business at the castle is opening the door to the armory. This is not difficult once you notice that the suit of armor guarding the door lacks a sword. Quickly find a broken one, repair it, and proceed.

Next open a passage to the dungeon. This is a bit trickier. Eventually, however, you'll realize the correlation between a mosaic depicting five knights, each with his visor up or down, and the five suits of armor scattered throughout the castle.

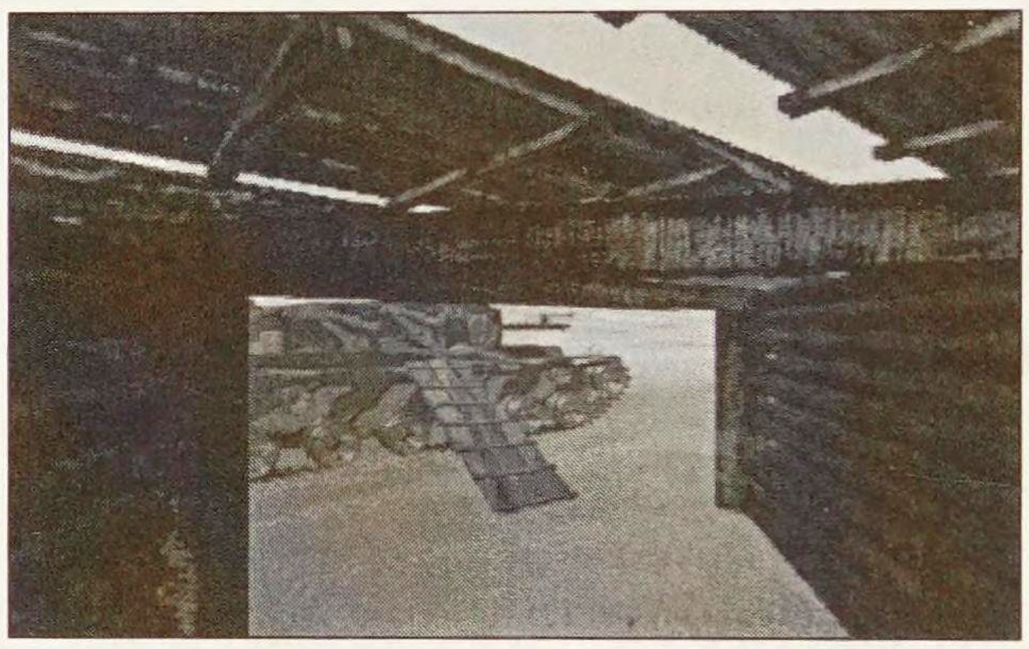
The dungeon is a dreary, frightening place, but inspect it nonetheless. Horrors! You still shudder to think of it.

Yet another part of the castle will still lie before you, its doors securely barred: the War Room. This you can open with

a small cannon in the shape of a dog (don't ask), though the explosives have to be found in another location.

Inside the War Room is a radio. With it you can broadcast to the single old soldier who defends Irondune from the attacking army. This seems useless at first, but while rummaging around in Kaine's room you may happen to discover a scroll of war plans in a locked chest—the chest needs some coaxing to open—and in Lucien's room you might discover a series of codes. With this knowledge you can broadcast the plans to the old soldier, perhaps making several mistakes, but you will hopefully get the order right. If you do, the siege is lifted, and you are free to go!

There is a tank outside the castle, but it lacks a power source. The power you need is in a glass case in the armory along with a suitable container, though it is most dangerous indeed. You can *save* the moment before proceeding, knowing full well that it might be your last.



With fuel in the tank, set course for a hidden alchemy lab in the desert—the coordinates are located in a pool table upstairs. Inside the lab, form Kaine's symbol with a handy molding machine. Then, downstairs, place this mold in an unusual casting device, raise a certain number of heating rods from a watery pool, and activate the device. You'll be sent whirling back to the temple, and stand once again before the altar.

CANTO 3: THE ASYLUM

Now comes a part of your journey that may compel you to hesitate going further . . . the Asylum. Whereas most other locations are merely dreary, the Asylum is a veritable warehouse of grisly sights and unspeakable scenes.

Your primary task here is to reach the top floor, where you are certain the alchemy lab is located. Ha! To your dismay, however, the top floor requires an elevator key, so your access is limited to the first floor and basement. Dissatisfied, you must now start off in search of the key.

In one room you'll find a row of severed heads mounted upon machines. These heads will speak when an electrical current is applied. None of the heads present have anything useful to say, however, but in a metal tray in the basement of the Asylum,

there is another body. In the slight hope that it might know something, you go ahead and chop off its head—with a machine provided for just that purpose—and carry the grotesque prize upstairs. As you may suspect, the head gives you a bit of useful information in the form of three numbers.

But what do these numbers mean? Putter around the room and find a freezer and a small metal box or safe therein. The safe requires a five-digit code though, and the head only told you three numbers. With the help of an X-ray machine, you discover the remaining numbers written on the box itself. Inside the box is a measure of bloody liquid, which you can boil away in a crucible to reveal an elevator key. Success!

Upstairs you can discover an electric chair and a bizarre patient who will order you to sit in the chair for a *treatment*. You have no choice but to agree. The *treatment* will leave you woozy, but in this distorted condition you are able to find a new elevator, this one leading to a strange museum of sorts.

Inside the museum is a door leading to the alchemy lab, but the keypad that grants access is dangerously electrified. Brake the glass of the display case with a nearby implement, take out the severed hand within, and use this hand instead.

Inside the lab is a set of complicated machinery, including a large glass ball with metal inside. Fill two batteries with water, manipulate the flow of gas into the glass ball, and produce a flame to superheat the metal. By further manipulating a nearby lever you can cause the metal to fall into a mold. Add oxygen to the mix, activate the batteries once again, and turn the valve on a helium tank so that the ball floats free into the air. You are now done with the Asylum—and good riddance.

CANTO 4: THE MONASTERY

Once again you can use the planetary model to teleport yourself to another location: the Monastery. The Monastery seems a pleasant enough place compared with the Asylum, and you can even discover a gold coin lying in the dirt just after arriving.

The front door is locked securely, but a hole in the ground provides an alternate entrance. Once inside, for the cost of one zorkmid you'll discover a small machine that dispenses six homilies written on tiny slips of paper. Use your coin here, and take careful note of each slip.

A nearby office contains a mirror and book that, when combined, provide a view of a line of skulls curiously arranged. Note the positions of these skulls, for every shred of information can be important later.

To proceed further into the Monastery you discover that the homilies are needed: two rows of masks mounted upon the wall need to be labeled correctly with plaques

stored in urns upon the floor. The proper plaques can easily be determined when you study the homilies carefully.

Once the masks are labeled properly, they regale you with several verses of poetry, and a door opens upon the rest of the Monastery.

Next climb to the bell tower and note the series of ropes and levers. These levers are labeled much as the masks were downstairs, and presently you'll discover that the proper sequence of levers is dictated by the order in which the masks downstairs spoke to you. A rope appears when the levers are pulled in the proper order and a final switch is depressed.

The rope can be used to swing yourself up to a higher level (a jump is required) where you'll discover an interesting bedchamber. After carefully studying a panel above the bed depicting flames of various colors, you can discover a bookcase concealing a hidden path leading back to the ground floor of the building. This floor houses a room that contains a useful series of glyphs and corresponding letters, which you should note carefully because you are certain to need to know them later.

Investigating the upper level of the Monastery will reveal a curious machine consisting of a dial and a series of glyphs. By telling the machine to Open (in the glyph-language, of course) you can unlock a small stairway leading down. Of course, you might not immediately realize what you have unlocked; the stairway is small and well hidden, though it is very close to the glyph machine itself.

Downstairs there are relics, many of which will fascinate you. An alarm system protects the relics, but this you can disarm with the simple press of a button. There is also a passage leading down, concealed by a dark wooden trap door. This trap door can go unnoticed because it is so well hidden.

As the trap door leads down into darkness, take a torch from the relics case as well as a pretty gem that was once part of Saint Yoruk's shield.

Downstairs, you may stumble upon the crypt of Yoruk. After lighting the torch and placing it in a holder beside the tomb, you open the lid and discover only emptiness. However, on a whim crawl inside where you'll find the shield of Yoruk, which you can complete with the gem.

Another passage down here leads through a flaming walkway. Just as Saint Yoruk had protected himself with the shield, ready the holy relic and traverse the fire.

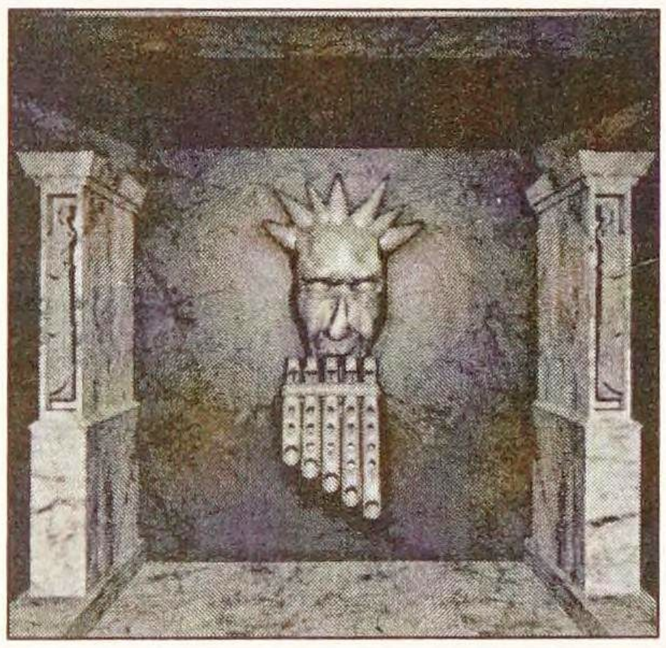
At the end of the passage is a series of skulls, which you can arrange in the manner you saw in the bishop's office. Do this successfully, and a door will open, revealing the alchemy lab. Inside the lab you'll find a lump of metal. Form it into a ball with

a compressor (which requires a key), bleach the ball in a trough of chemicals, start the flow of lava into a great machine, and adjust several spigots of burning gas so that the flames match the pattern seen in the upstairs bedroom. Then insert the metal ball, use the bellows to good effect, and shortly you'll have the precious metal that will send you back to the temple once again.

CANTO 5: THE CONSERVATORY

Proceed carefully, for the Conservatory is a true challenge. First you must replace a torn poster downstairs with a new poster, and then discover a book in the upstairs dormitory, thus effecting a temporal change.

Next, take two records from the office, and play them on the record player. Note what you hear; one of these records will be immediately useful, as it helps you arrange a pile of musical instruments upon their proper chairs. (A book in the office also helps you arrange the instruments.)



Now obtain a ticket from the box office, and proceed upstairs to watch a fine violin performance. Then descend to the lower level and creep up on stage. You'll be expected to conduct the orchestra now, and play the final fanfare. The proper order of instruments are: popperkeg, nambino, popperkeg, wertmizer, violin. Despite knowing the order of the instruments, you might have to try many times as it is terribly dark!

Backstage arrange the backdrops with a control panel, adjusting them so that the holes are aligned. This will grant you access to the prop room. In the prop room jump into a swan and lower yourself to the boiler room. The boiler room has a locket. If you accidentally knock it into a pool of water, dive to retrieve it; you can escape the watery grotto through the clock door.

Back in the boiler room hang the locket on the second lever from the left, get a green crystal from the crystal room, and put it in a bubbling pool. Next, get a white lozenge from a fish-shaped crystal, and put that in the pool as well. Finally tap five large crystals in sequence to produce the notes CDEBG (there is a crystal map on the wall) and return to the temple for the finale.

CANTO 6: THE FINALE

Do *not* drink from the cup!

Receiving a ring, place it on a hand inside the fountain. In the temple below, join your ring with a ring you will discover upon Alexandria's body. This double-ring is then melted by a dragon statue, cooled by an elephant statue, molded by a huge spring, and placed in a demon statue's hands. Gazing at the ceiling from several perspectives, note a wand; hand this to the demon. Then take the quintessence and give it to Lucien, thereby disrupting the evil ritual and—naturally—saving the day.

C

The Pandora Directive

In Access Software's *The Pandora Directive*, "legendary" private investigator Tex Murphy, who wowed audiences around the world in *Under a Killing Moon*, returns and attempts to explain what really happened at the legendary Roswell, New Mexico site. This is the location of a base where, according to Oliver Stone fans, the US government has an alien spaceship in storage. The plot twists and turns from its humble beginnings, where Tex takes on a case to find the friend of a scientist, to its unusual encounters with aliens in Mexico. *The Pandora Directive* uses a mix of 3D first-person exploration and navigation and third-person full-motion video segments.

NINE DAYS AS A PRIVATE INVESTIGATOR

In this outing, Tex is given three quite obvious paths to take that lead to seven possible endings at the end of his nine-day journey. Thus, you can choose to be either a bad Tex or tie up things nicely with your girlfriend, Chelsea, and be a good Tex. In this chapter, you will take a look at the game from the *good* Tex perspective.

CD-ROM

Check out the CD-ROM included in this book for the demo version of *The Pandora Directive*.

DAY ONE: THE SEARCH FOR MALLOY

Whooeey! Fitzpatrick gave me 4,000 bucks as a retainer to find Thomas Malloy! Now I can pay back Nilo, Rook, Louie, and the Electronic Shop and still be able to treat Chelsea to a birthday drink. Maybe I'll even be able to buy something to eat!

Okay, I got my jackknife, the bill from the Electronic Shop, and the newspaper clipping of the cop. I take the back way out of my office to Chelsea's newsstand across the street. I humbly and apologetically ask her out. I play down the date aspect of the invitation and she accepts. I've got a date at eight for dinner at her apartment!

I went to the lobby of the Ritz and paid Nilo and then gave him another hundred for information. I found out that Malloy had stayed in room A on the first floor. However, the door was locked. After looking at the new code lock system, I went back to Nilo and pleaded with him to give me the code. I used it to open the door. I remember walking in and then nothing.

NOTE

First examine all your inventory items and the items in the three connected rooms of your apartment. While exploring don't forget to sometimes stand on your tiptoes (Shift) and look down on shelves and open drawers. Remember to get down on your belly (Ctrl) and look up at things from a rat's point of view, too.

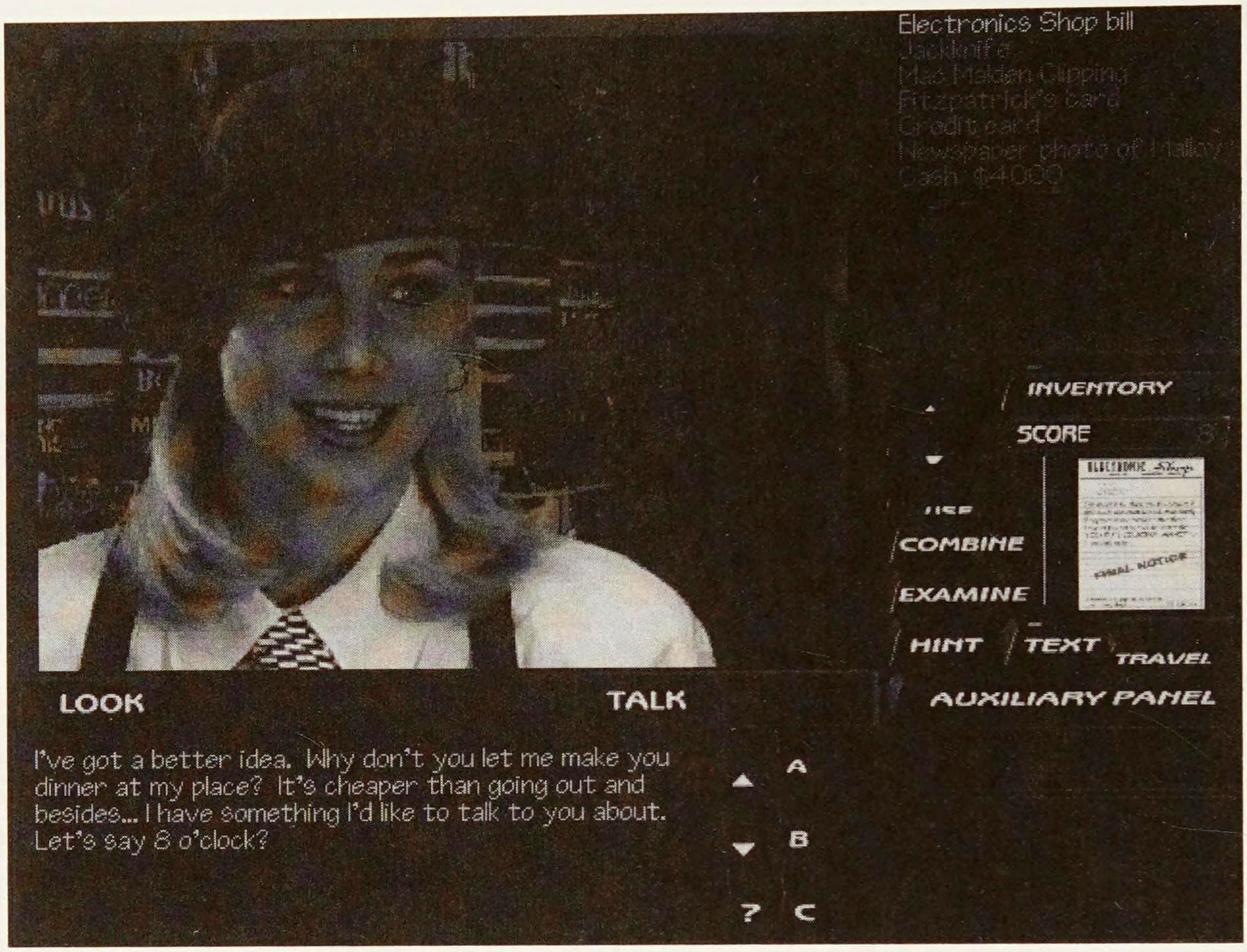
TIP

You were blackjacked. Don't worry about it, though. You did everything you needed to do on the first day. On the Game Players level there's also a crossword puzzle in the lobby of the Ritz.

DAY TWO: LADIES IN WAITING

Oh, my aching head! I was out for 16 hours! Whoever conked my noggin missed a few items in his search of the room, however. I found a pawn ticket, an Acme Warehouse business card, a letter written in some strange language, an invitation to visit a cabin outside of San Francisco, a photo of Malloy, a perfumed scarf, and a book.

I paid Louie (at the Brew and Stew) the $200 I owed him and found out that the language the strange letter was written in was Yucatec. Louie constantly surprises me. He also told me that the scarf belonged to the girl who sang at the Flamingo, a new nightclub in the neighborhood. I went to Rook's, paid him his $300, and was able to



Finally, a date with Chelsea!

turn in the pawn ticket (and some cash) for a mysterious black dagger. Louie also had a Yucatec Made Easy book he sold me so I could translate my letter.

I took the alley exit from Rook's and decided to look for some spare cash in the sewer. Drug dealers often used the place. I found a few bills and a chisel. I paid my bill at the Electronic Shop, found a letter and some cash by the mailbox, which I mailed. Conscience doth make cowards of us all.

Rusty's Clown Shop was locked up tight. I went across the street to check out The Slice of Heaven and found an alley where Sal had hidden a bottle of scotch. I checked out the Flamingo, but couldn't get in. I looked at the sign and saw that a Luci Luv sang there. Strange. Louie said the singer's name was Emily. I went to Coit Tower. Clint gave me the back door key to the Flamingo. Nearby, in another previously undiscovered alley, I found the Reverend Gary. He recognized Malloy from the newspaper photo and gave me a key in exchange for the bottle of scotch.

I opened up Acme's with the key and used an electric pulley to lift and open a crate addressed to Malloy. The peg leg nearby helped. Inside and under the crate were several items.

I then went to the cabin outside of San Francisco.

Inside the cabin was a CD and a crumpled sheet of puzzle instructions. I used the CD on the laptop in my computer room and solved the color puzzle (place the four blue squares first, with no square on the same plane, horizontal or vertical). Now I had access to the rest of the information on the CD and the code for the code-locked door in the cabin.

I opened that door and found a roll of film for the projector (and a pull-down movie screen). What a movie! Oh, I also found a body under the floor board. You never know what you'll dig up next when you're a P.I.

I went back to Chandler Street and opened the back door to the Flamingo. I met Gus Leach and returned his key and Emily's scarf. There was an antenna in his trash can beside the back door.

TIP

Use the travel map and click on North America to bring up the map with the cabin.

TIP

Both the Entertainment and Game Players level seem to play exactly the same on Day Two.

After all this I finally went to Chelsea's apartment to apologize for breaking our date. She forgave me when I showed her the bump on my head. We went to the Flamingo to celebrate her birthday but quickly had a tiff and she left. I managed to sneak upstairs to talk to Luci Luv and get pieces of a warning note sent to her.

DAY THREE: THE BLACK ARROW KILLER

I pieced together Emily's message and took it to Police Headquarters. I asked Mac Malden about Rusty's and sure enough he had the key and gave it to me. He also told me about the Black Arrow killer. I went back to Chandler and used Mac's key to open the cop lock. Trial and error soon broke down the code of the puzzle attached to the

lock, and I was able to find a lever on the floor that opened a secret passage. The passage led to the roof. The Water Tower had a Meister lock I needed a key to open.

I made the rounds of my sources, Louie first, and when I asked him about the Black Arrow killer he said it was in the papers and sent me to Rook. Rook said that the bums would take the old newspapers. I checked the trash cans in the alley and sure enough found a paper. There was an article about the Black Arrow killer. I talked to Rook about the reporter (Lucia Pernell) and he just happened to have her business card.

So, I gave her a buzz and arranged a meeting. She told me about the murder of a Sandra Collins. Back at my office I noticed a stalker on Rusty's roof. I dashed over too late to find him, but did find his jacket. Inside was a cuff-link and pieces of a photo. I pieced the Autotech photo together and bought the Visual Analyzing Apparatus at the Electronic Shop and used it on the photo to get the address.

Unfortunately, I couldn't get in without a pass. On a hunch I called Lucy and asked her about Sandra. She gave me her address and I was able to find an Autotech security pass there.

There was a visitor's pass laying on the floor. I slid open the security window and saw a clipboard I couldn't quite reach. I searched the lobby and found a hairbrush and a curtain cord that I was able to combine and that did the trick! The clipboard revealed that the pass had a code. I was then able to open the door into the next section.

NOTE

The Game Players level adds a security guard in the next section. Hide in the closet. There are items inside that, when combined with a bucket of water (along with turning on an alarm), will make things slippery.

Dag Horton's room had a number of helpful items including a Meister lock key and a file-cabinet key. There was also a sticky note with Gary Lee's name on it, along with evidence that old Dag was a killer.

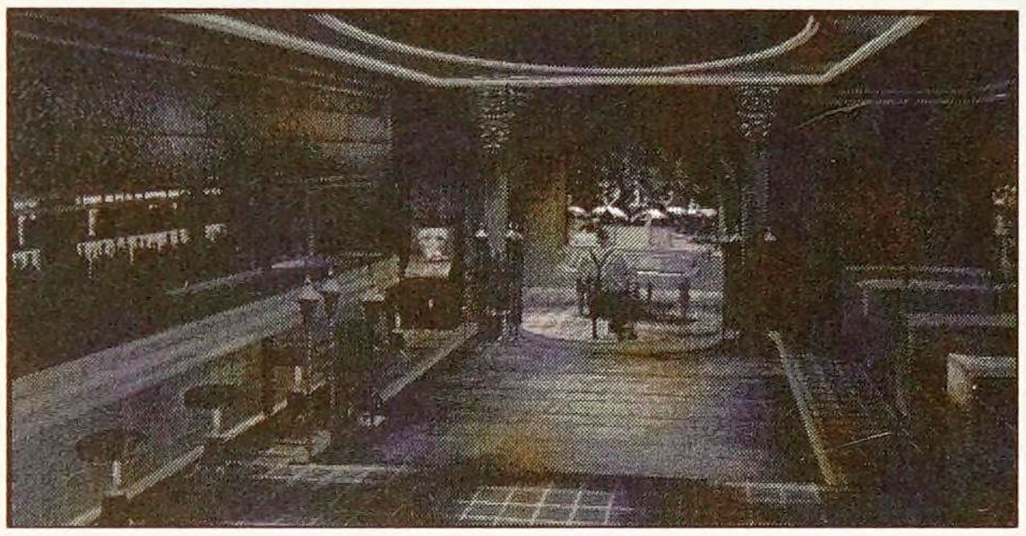
I left Autotech and asked Reverend Lee about Dag and then climbed the water tower on Rusty's roof. I looked through the view-finder of the binoculars and saw the killer waiting for Emily.

After another mad dash I was able to save Emily but Dag got away. I asked Rook if he had seen Dag and he mentioned the roof. I went back to the roof and saw the killer. I got down low, waited till his back was turned and ran down the steps and hid behind the air conditioning unit. When he turned away again I made my move.

DAY FOUR: OUT OF THE PAST

After a mysterious lady talked to Mac at the police station I was set free. Back in the office I got a call from Lucia and Chelsea. I went to the Flamingo, where I talked to Emily and Gus about the brown paper wrapper on the package Dag stole. Then I found the wrapper in the alley. I had to stand on the fire escape to get it with the help of an antenna. Then I ran it through the photo analyzer and found the post office number.

I went to Rusty's roof to find what Dag had dropped during our fight. It was an electronic tracker. I used it to find Emily's puzzle box that was hidden in the sewers. The bomb attached was easy to deactivate once I figured out that I had to leave an equal number of red and green photons after I operated the shuttle.



As soon as I got back to the office, I was dragged to Jackson Cross's office and interrogated. I smarted off at first but apologized and came across with some of the truth and let Jackson in on the box. I tried to bargain but then just gave it to him and he let me go. The mysterious lady turned out to be Malloy's daughter Regan.

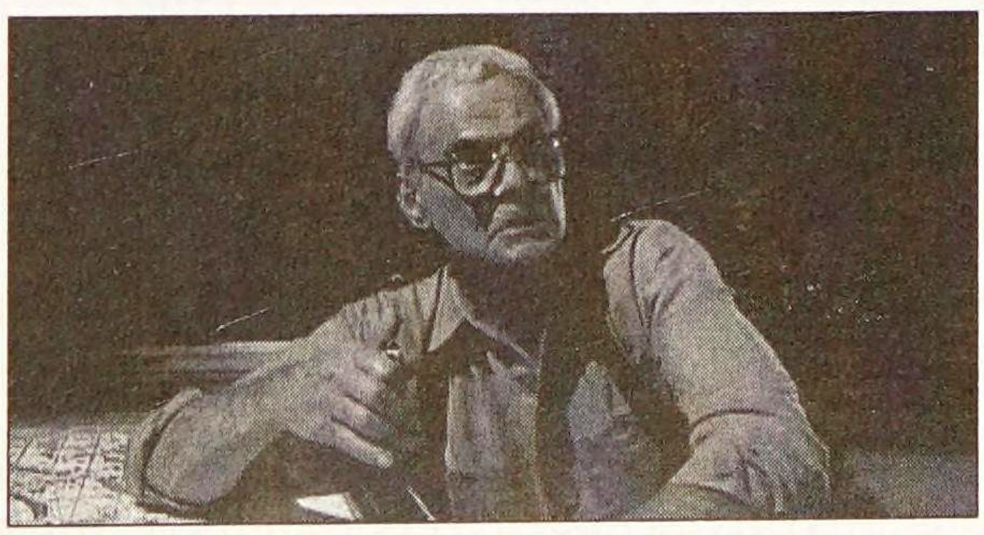
I went to the post office address Mac gave me and was directed to Malloy's residence at the Garden House. I told the landlady a few white lies and even broke down in grief over my poor crazy "Uncle." She let me in.

Malloy wasn't home, but I found a CD addressed to an Elijah Witt which I checked out on my computer but needed a password. Thinking I might have missed something I went back to Malloy's and found a pair of his jeans with the address of a waterfront warehouse he had rented.

I went to the warehouse, and found him, but so did the NSA. I escaped but Malloy didn't.

TIP

Transfer the red cell and two red photons, then the green cell and two green photons. Then the green cell and one red photon, the red cell and one green photon, leaving three more of each to transfer.



DAY FIVE: THE PANDORA DEVICE

After reporting to Fitzpatrick I went back to the warehouse and found a flight schedule and a scrap of paper titled #186. I also found a safe.

> **TIP**
>
> **Buy a Combuster in Entertainment mode to help find the safe's combination. (Short on cash? Check out the NSA evidence room.) The combination consists of the square roots of the safe's serial numbers (22, 31, 15, and 07).**

Inside the safe was a containment scrap and a key. I used the key to open the closet at the Garden House. I found a briefcase with Malloy's journal and a book titled *Messages From Outer Space*.

I called Regan, arranged a meeting, told her about her father, and gave her the journal hoping she could translate. She gave me the puzzle box her father had sent her. Lucia sent a fax. I called Lucia and asked her for help on anagrams. She agreed as long as I went back to NSA to lift a file she needed. She sent a key.

I talked to Mac about needing help with Dag and his NSA connection. Mac told me to go to the Morgue. I did and with the aid of a scalpel was able to open the G-H box and get Dag's other file-cabinet key and a security card.

I found a code number and another key in Dag's file cabinet. I used his security card to get in the evidence room and opened up four lockers finding Lucia's CD (E-36), a high level security pass (E-13), Emily's puzzle box, and 500 dollars (B-16). As I started to leave I saw that the door had a security scanner. The items were coded to prevent theft! Luckily, I was able to de-magnetize the CD, the cash and Emily's box with the aid of the code number (1091).

Back at the office Regan called and said that she discovered some initials including AE. I called Fitzpatrick and he suggested AE stood for Archie Ellis. I looked up Archie's phone number and gave him a call. We arranged a meeting after I impressed him with my knowledge of the Plains of Nazca and the Gate of the Sun *(examine the two photos)*.

I used the tapestry I found in the warehouse to open Regan's puzzle box and found some pegs that I combined with Emily's. I then combined the flight schedule with the map of Asia and used that with the box. Although the flight schedule map didn't seem to correlate to the peg holes at first, I discovered that the first scheduled cities were North and South of each other. There were also two North, South peg holes (non-starred) that connected! The other peg holes were based on similar directional relationships on the map except that they crossed through the center point of the first line.

After opening Emily's box I paid Archie a visit and found out about Roswell. When I told Fitzpatrick I wanted to go to Roswell, he gave me the coordinates.

DAY SIX: SOUTH BY SOUTHEAST

I flew to Roswell but, because I was worried about Archie, I flew back and warned him about the NSA stakeout.

Back at Roswell, I found a security card that opened the underground complex door.

The laser field diagram I found gave me the code (alpha) to input into the laser field control box. I drew four lines (clicking on squares 5, 13, 4, 1, and 11) and crossed to the other side of the laser field where I found a coil of wire.

I stripped it with the wire stripper I found in the padlocked shed. I repaired the tower's broken wire and turned on the alarm. The bunker door opened and I found some dynamite under a trap door. I combined it with the fuse I found on top of a box outside and some matches. I placed the dynamite on the door at the end of the tunnel and then ran back outside through the laser field before it exploded. Then I opened the door at the end of the tunnel and promptly passed out.

NOTE

If Tex doesn't warn Archie, Jackson Cross shoots Archie at the end of Day Six.

TIP

In Game Players mode Tex has to combine hole punches and hole punched paper to get the code for the door.

DAY SEVEN: SHADOWS IN THE DARK

I woke up and found a CD and CD player in the dorm. Seems there was an alien entity that fed on energy that wiped out the place. No doubt it was still there. I found the containment device in the dorm and combined it with the containment scrap to open it.

Then I went to the mess hall and found a pot and an ice pick. I punched a hole in a barrel of diesel fuel, filled up the pot and heated it. I found spark plugs, fueled the generator, primed the pump three times, inserted the spark plugs, and pressed the On button.

I left the room, came back when the generator stopped, and used the open containment chamber on the entity.

There was a security card on the floor in the room behind the dormitory. I combined duct tape, a pool cue, and a dart to make a spear and got the sucker.

I found an abductor in the rec room, and using the security card was able to take the elevator to the second level and enter the War Room. Inside I found the remote control for the abductor. I combined the Robco battery pack with the abductor and remote control.

> **NOTE**
>
> **There is also a vial of acid available in Game Players mode.**

I used the weight pole on a ventilation shaft fan and placed the abductor inside *(turn it around to explore)*. Using the abductor I was able to retrieve a Phillips head screwdriver, a coil of hose, and a red security badge.

The red badge opened the elevator to the third level. I had to disable an elevator bomb and dump it down the waste disposal unit before punching the button for three.

A view from the Abductor

I found a storage room with a tank of acetylene, which I combined with the oxygen tank, hose, torch, and torch-tip I found on level one. I also found a striker to light the torch. I used the acetylene kit to get into the 100–200 store room.

I used the computer to enter the item number (186) and the access code (7AC). Behind some sliding glass doors I found the power cell and flew home. Archie called from Bermuda! Heh-heh.

TIP

In Game Players mode the acid vial will open the lock on the glass doors.

DAY EIGHT: A MESSAGE FROM THE DEAD

Lucia and Chelsea left messages. I called Lucia and she faxed me the anagram solutions to Malloy's disk. I used "merge the four rare cases to see maps" and it worked.

I now had Witt's phone number, but I needed his address. I picked up a Robco call tracer at the Electronic Shop before calling Witt. I claimed I was his son, and other such nonsense *(B, A, B, C, C, C, C, C)* until I got his address.

He had a four-color alarm system in his apartment. I found three of the colors on the ground floor, behind the African mask, a floor lamp, and above the fireplace (I needed a bamboo pole for that one). I rode the elevator up to his bedroom and found the last one behind a plant.

I picked up some tweezers, some notes on how to open a puzzle box, and a photo with some numbers on the back *(77, 61, 44, and 26)*. I used the bamboo pole to get the wall plaque while I was upstairs.

Downstairs I found a Mayan calendar book and a culture book, both of which I used to determine Mayan dates and numbers. I turned off the fire by pressing a diamond-shaped button behind a plant. Then I used the tweezers to get a packet in the fireplace. A copper key was in the packet. It fit nicely into the belly of the corner statue, bringing up a tile puzzle I finished in a hurry. I just used the numbers on the back of the photo and translated them to Mayan.

The noise of a wall moving brought my attention to an opening behind the bookcase where Witt's puzzle box was

hidden. It opened after I set the dials *(8 September, 4 Ahau ; 20 May, 10 Chuen; 17 April, 3 Muluc; 12 July, 11 Men)*. The pieces of the boxes now started to combine. The last one contained some extra onyx pieces that obviously belonged to another box. But where was it? On a hunch I went back to the Garden House and found a package on Malloy's bed.

Yep, it was a puzzle box that had been returned to Malloy. The onyx pieces fit into the puzzle box, the lighter colors on top and darkest colors on the bottom left corner. Luckily the pieces seemed to snap together or I might never have figured out this jigsaw.

As soon as it was open I combined the unit inside with the Pandora Device and the Power Cell. Then I went back to the office and events rapidly fell into place with little effort on my part. I did have to turn down an offer Regan made in my bedroom.

DAY NINE: A BLACK SUN ASCENDING

All I had to do was get through the Temple. The first room (the Snake Chamber) held pieces to a clay map (and a blank papyrus scroll) that I mostly found by crawling on my belly. One piece was up high, very high, but I got it and put the map together on the stone altar. The doors to a maze opened. The various doors from the Snake Chamber led to different parts of a maze that contained items I needed.

I explored the maze by left-walling it. Most of the items were laying by a decomposing body in the Stars door maze. A broken spectacle lens proved useful in cutting the hemp cord tying a spear to a statue I found elsewhere. The kerosene from a lamp was needed to soak a handkerchief that I wrapped around that spear. It was also useful in soaking the hemp and making a fuse. The gun held some bullets that I used my jackknife pliers on for the gunpowder. The gunpowder and fuse combined with the ceremonial cup.

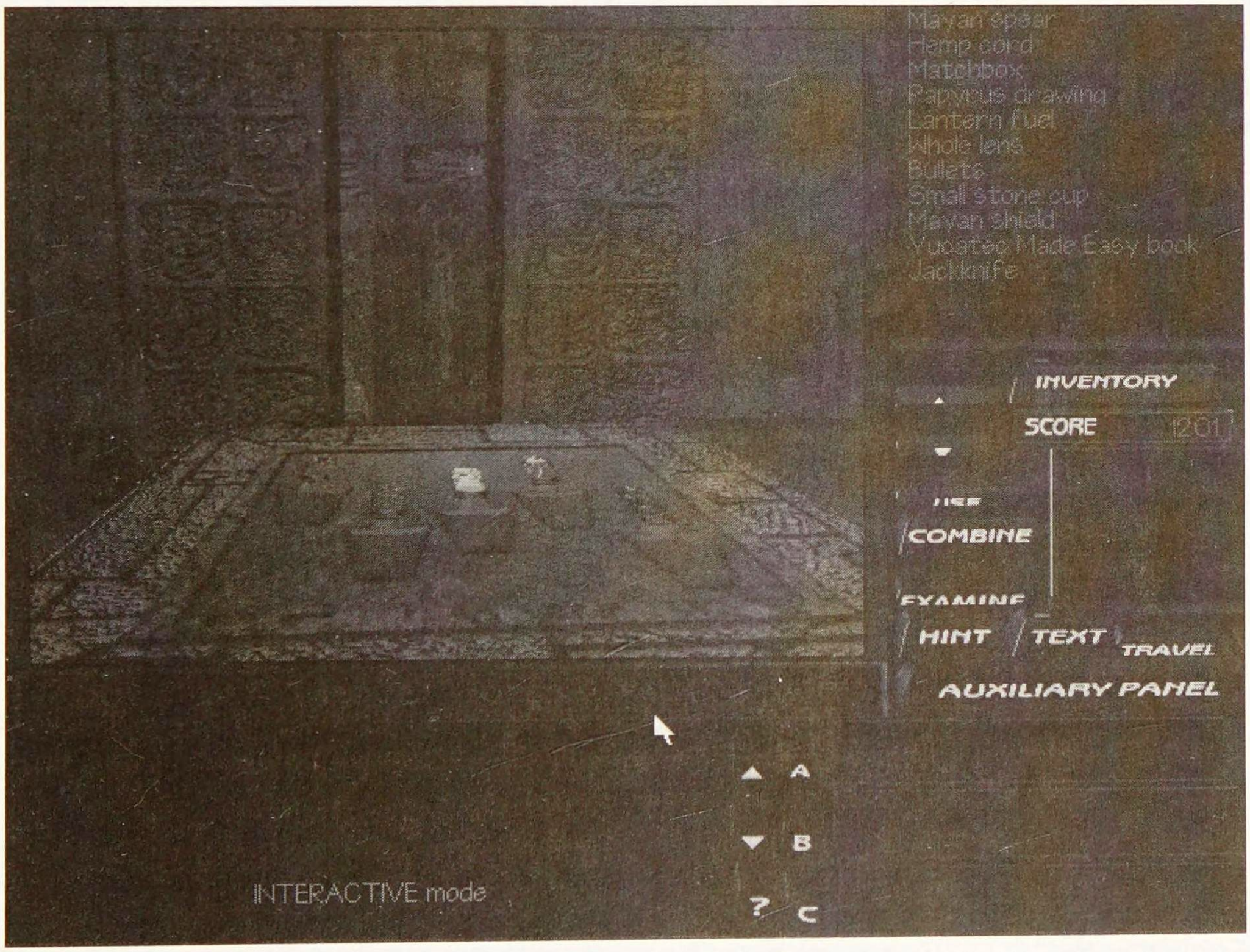
I found a primitive hammer and several knives. After I found the hammer I entered the Bird Chamber (I think I found

NOTE

In Entertainment mode, opening the Pentagon Chamber door sends Tex falling immediately down a trap to the Ascension Chamber. In Game Players, Tex has to solve a movable symbol puzzle in the Ascension Chamber to open the trap: snake tail points up, pentagon points right, face is upside down, dagger points to the right, and birds point to the left. Earlier, there is also a fireball hall added containing the hazards of floor pits and fireballs. It is best negotiated by crouching low and looking down slightly. Go towards the right and try exiting each door until you are successful. One of the four doors on the other side always opens.

it behind the Sun door). There I pounded the pairs of crystals that emitted the same sound until all the crystals disappeared and the Stars door in this chamber opened. I opened the Wasp Chamber door and subdued the wasp with my spear torch (lit of course). I pieced together the three Mayan kings, who were in the same order as represented on the wall panels. Matching the colors of their headdresses and booties was tricky.

This opened another door to a part of the maze that contained the remaining daggers I needed to enter the Dagger Chamber. The colors were red, silver, white, and gold. Earlier, I had already exchanged a pawn ticket for a black dagger. In the Dagger Chamber I solved the puzzle of the daggers *(click and drag the daggers to insert them and then let go)*. The order of the symbols on the daggers from right bottom to top left was sacrifice, stars, moon, sun and black sun (the same order as on the wall totem). Now the door behind the three-legged monolith was open and led to the Pentagon chamber.



After solving the dagger puzzle, go through the door behind the three-legged monolith to find the Pentagon Chamber.

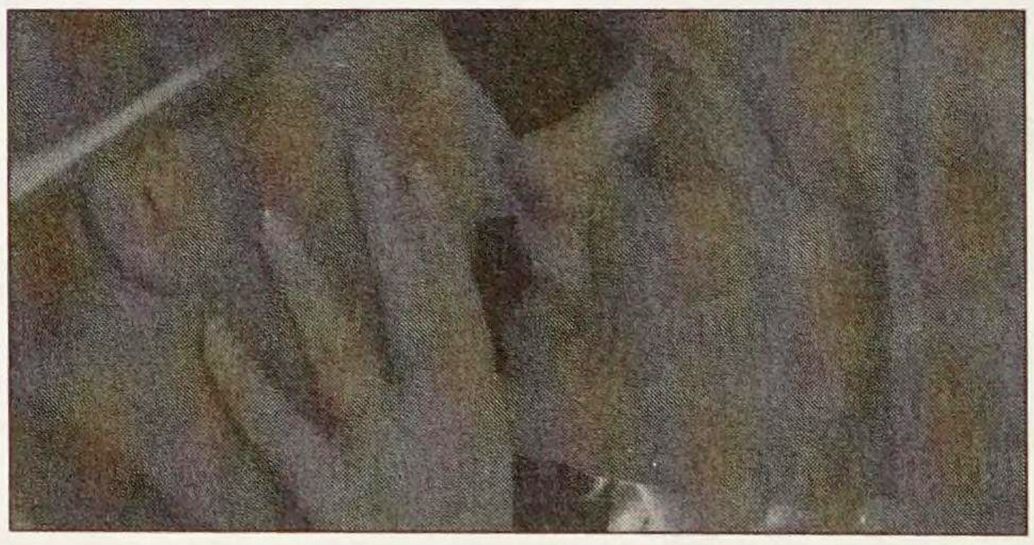
The Ascension Chamber had a statue that needed to be pulled down and broken into pieces small enough to weight down the corner stones. There was a rope in Regan's backpack, and with her help I was able to topple the statue. The bowl of gunpowder worked nicely in breaking things up.

Events moved automatically after that until I was faced with flying the ship. The order of symbol pressing was black sun, then North, circle, red; East, cross, orange; South, triangle, yellow, and finally West, square, green.

The rest was all a blur, except that Regan and Jackson got a good look at their treasure, and I ended up on Lombard Street with Chelsea dating a Holo.

MISSION STREET

The most difficult path to find in the game is the "A" path or "Mission Street." It's the path with the ending in which Tex ends up with Chelsea.



The path begins in the first conversation with Chelsea at her newsstand. Tex must select the conversation options ABC, and then slyly arrange a date with her (playing down the date aspects).

There are other conditions Tex must fulfill in order to stay on Mission Street. He must find and return Nilo's wallet (on the street, almost in front of the Ritz) and mail the orphanage money he finds near the mailbox. He must offer Louis money and pay him the $200 he owes. He must pay Zack back immediately when he enters the Electronic Shop. Have Tex select the options that give Clint business even though Clint has nothing in stock. Have him pay Rook back the $300 he owes him immediately. Other *good guy* points are available when Tex immediately introduces himself to Lucia and when Tex warns Archie. Tex only needs ten of fifteen available points. To find out how many path points Tex has at any time press the letters J, K, and Y.

When Tex apologizes to Chelsea at the end of Day Two, he must select the conversation options BABC. Doing so triggers his going to the Flamingo alone and Day Three opening with Chelsea visiting him at his apartment. During this scene he must not sleep with Chelsea and he must be interested in love. Tex may end up a bit frustrated by the scene, but he does get a promise of better things to come.

Chelsea also is much more flirtatious and affectionate in her vidphone calls throughout the game on this path, and even catches him at home at one point. The Mission Street ending is the best of the seven possible endings to the game, and is well worth replaying the game to see.

The other endings are easier to find. Tex just needs to be amoral and selfish to various degrees. Some choices lead to Emily's death.

4

The Beast Within

Sierra's *The Beast Within: A Gabriel Knight Mystery* presents the digital video debut of that strange sleuth, Gabriel Knight. This game takes the New Orleans occult novelist/shadow-hunter from *Sins of the Fathers*, and returns him to his Germanic roots in Bavaria, the suitable surroundings for one of those all-time favorite monsters—the werewolf!

GABRIEL KNIGHT'S MYSTERY

At the beginning of *The Beast Within*, Gabriel has had great success with his fictionalized account of the Voodoo Murders. He's made enough money from the novel that he can pay off his German ancestors' debts and take possession of the family castle. He isn't in Schloss Ritter for very long when a group of frightened townspeople pleads for his help, in his inherited role as Schattenjaeger. A little girl has been brutally murdered, and the villagers suspect a werewolf!

Gabriel begins his investigation, which leads him all around Munich, from the University to the Zoo, and eventually takes him to the door of a strange hunting club. He enlists the help of Grace, who flies from New Orleans to Schloss Ritter, and begins her *own* research. She digs up historical information about a legendary Black Wolf, King Ludwig II, and an unperformed opera by Richard Wagner. As you will see, all of these pieces of information are most relevant to the case at hand.

CHAPTER ONE

The game opens at the Huber Farm. Inside, there's a duffel bag to open and various items to add to your inventory, including some letters. Write Grace a letter. You'll have an opportunity to mail it in Munich. Outside, get a bucket of cement from the barn to make a cast of a paw print. Collect some wolf hairs.

If you found the car keys inside, you can drive the car to the train station and take the subway to the Police Station at Prinzregenplatz. Then go to the Zoo in Thalkirchen.

Read the sign about wolves and attempt to call them. Thomas should show up for an interview, and you can then go to Klingmann's office. Talk to Klingmann (get him to say "Thomas") and return to Huber's Farm to splice onto a blank tape the following message from the Klingmann interview: "Thomas? Herr Doktor Klingmann here. Show our wolves to Mr. Knight."

Return to the Zoo and Klingmann's office. Get a receipt from his coat. Play the Thomas message over the walkie-talkie. Then meet with Thomas. When he takes you to meet the wolves, observe Margarite's zoo tag. Pet her to get a sample of her hairs.

Go back to Huber's Farm and examine the back of the receipt in the mirror. Take the Munich subway to Marienplatz, and go to Ubergrau's office for an interview. Ride the subway to the University. Give Michael all your samples, and get an evidence report. Go

Gabriel and Grace

back to Marienplatz, and walk to Dienerstrasse. Mail your letter to Grace at the post office. Go to the hunting club, tell Xaver you're an avid hunter, and then go to Ubergrau's office to get the family papers. Return to the hunting club and show the papers.

CHAPTER TWO

Have Grace talk to Gerde about Gabe's research. Walk Grace to town to talk to Huber at the Gasthof and Mayor Habermas at the Rathaus. By now she should be itching to get inside Gabe's library to research *werewolves*. But where does Gerde keep the key? Maybe in her room? How to get there? Maybe there's a secret passage from Gabe's room. Check out the fireplace after the workman's gone. I'll bet Grace found a trigger mechanism. If she only had something longer than her finger to prod at it . . .

There are several books worth reading in the library. The first is all about werewolves. There's also a valuable warning letter inside the book. In another section of the library are two journals by Victor and Christian Ritter. The room has a telephone and a typewriter. Have Grace use Professor Barclay's business card to make a call.

Check out the biography section of the library before going back to Rittersburg. Grace is looking for a book about Ludwig II. She won't find it, but may need to look. Grace should visit Mayor Habermas again to get inside the town dungeon. There's nothing there, but the view of the church should give Grace ideas. Have her check them out with Habermas and the priest. Once Grace has had the church files translated, talk to Huber.

Now it's time for Grace to write a letter to Gabriel and mail it. Gerde knows the address.

CHAPTER THREE

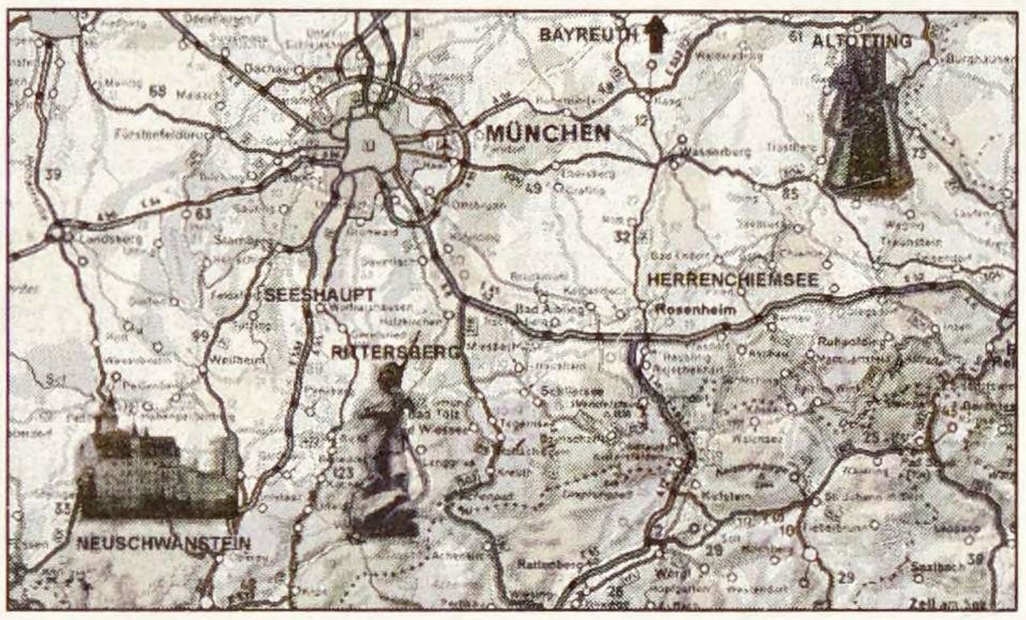
After finding out the location of another killing in the morning newspaper, have Gabe visit Ubergrau and pick up his mail. Then have him visit the crime scene (on Dienerstarasse). Leber is there but needs to be persuaded to talk to Gabriel. Maybe Gabe will talk to someone else there who would find Gabe's information newsworthy.

Once Gabe has an appointment set up with Leber, have Gabe explore the hunting club and find a locked door.

Xaver must have the key in his reception stand, but he never leaves it. How to distract him? Hmmm. Maybe something that makes a noise that he'd have to check out. Why that's an absolutely cuckoo plan! It should go off like clockwork when planted, however.

Be sure to return the key after unlocking the door and before opening it. The most important thing to do in the basement is look at Zell's appointment book.

Ask Zell a few questions after he sits down, and then pay Van Glower a visit (examine his business card to bring up his stop on the map). Afterwards, go to the Police Station. Make sure Gabe jots down Grossberg's phone number when he has a chance to look at Leber's map.



Call Grossberg from Huber's Farm (the page with the phone number is now separate from the notebook) and write to Grace. Talk to Ubergrau again, and mail the letter (the post office is on Dienerstrasse).

Back at the hunting club talk to Preiss, von Aigner, and Hennemen. It'd be great to be a little bird listening in on Zell and Klingmann's conversation, wouldn't it? Well, Gabe doesn't have a bird, but how about bugging the magazine laying on their table?

CHAPTER FOUR

After Grace's dream have her check out the biography section and then go pick up her mail. Gabriel wants her to investigate Ludwig's castle and museum. She needs the keys to Gabe's car to do that. Meanwhile, have her talk to the Smiths in the Gasthof.

Gerde has a picture of Wolfgang in her bedroom. Maybe she's paying her respects to her dead employer. Ooops! Looks like Grace had it all wrong. Gerde and *Wolfgang* were lovers, not Gerde and *Gabriel*. Maybe Grace should put a tribute on the coffin, too. Roses would be nice. Have you had Grace explore *all* of the secret passage, yet?

Car keys in hand, send Grace to Neuschwanstein. Be sure to have her listen to the tour tape in each room she visits (after clicking on the tower door). The tour rooms available are the entry hall, bedroom, chapel, living room, grotto, study, and singer's hall (which has *more* than one side . . .).

After that, send Grace to Herrencheimsee. It's filled with interesting items in its two display halls. Make sure Frau Miller mentions the Wagner Museum in Bayreuth before Grace leaves.

Send Grace back to the Schloss to make a couple of phone calls. After the second call, go to Starnberger See for a meeting. Then have her visit the Wagner Museum. After Grace meets Georg, have her explore each of the four display rooms and talk with Georg again.

If all goes well, Grace can return to Schloss Ritter, talk to Gerde, and write to Gabe. Grace also needs to talk to the author of Ludwig's biography. How? Maybe his publisher can tell her.

Have Grace mail Gabe's letter and talk to the Smiths again. Mrs. Smith advises Grace to get help from Ludwig. How? Maybe a lily would help. Have Grace search near the church and then take the lily to Starnberger See. Then send her back to the Schloss. Gerde should tell Grace she has a fax, if Grace placed the lily in the water beyond the rail.

Once Grace has the fax, all that's left is for her to take it to Georg.

TIP

If Georg doesn't talk about "wolf panels" or the "lost opera" your game needs a patch from Sierra.

CHAPTER FIVE

Meanwhile, Gabe has had a strange but interesting night. Send him to the hunting club to get the von Zell tape and then to his lawyer's office to get his mail and the tape translated.

Send Gabe to Leber's office to use the tape to bargain for a look at Grossberg's ledger.

Send Gabe to visit Dorn and then back to Ubergrau for money. After Dorn has his dough, Gabe can examine the animal cages. There's something hidden in the straw of one them. Yow! There's also a very big kitty-cat with sharp teeth and claws. How to distract the tiger and grab the zoo tags? Isn't there a sausage shop in Marienplatz?

Send Gabe back to the hunting club to end up at the hunting lodge. Open the door, Gabe, and you'll see von Zell leave and lock his room.

Send Gabe to von Aigner's room (second door on the left) and then into Preiss's room. What's in the cabinet? A rope! Just what Gabe needs to get into von Zell's locked room. How? There's an unlocked window in Preiss's room. Von Zell's room next door has an unlocked window. Get the picture?

In von Zell's room, have Gabe read the letter in his appointment book and examine the muddy footprint in the bathroom. Have Gabe go back to Preiss's room and then downstairs to the Great Room to talk to Henneman. Look in the cabinet for an item.

Next, have Gabe pay a visit to Klingmann (first door on the left) and show him the zoo tags. Downstairs, have Gabe search the fireplace and then go outside to search the stable for items.

There is a five-square patch of woods to the left of the hunting lodge and a five-square patch to the right. Map both areas and then explore the right patch first. It contains a muddy paw print and hedges covering a cave entrance (those hedges can be clipped). Within the cave there's a second cave entrance leading to the pit that is the werewolf's lair (light a lamp to see who it is). After Gabe talks to von Glower (first door on the right) he will need to drive the werewolf to the ravine (holding out his talisman).

CHAPTER SIX

The Ludwig dream scenes reveal the secret locations of the lost opera. The face on the locket that Ludwig throws away is von Glower's.

Gabe has been locked up in the Rathaus dungeon. Send Grace to pick up mail at the post office and then send her to the Gasthof. Have her take one of Mrs. Smith's hard rolls. What for? Grace wants the pigeon in Gabe's dungeon, and she needs bait and a pillow case to capture it.

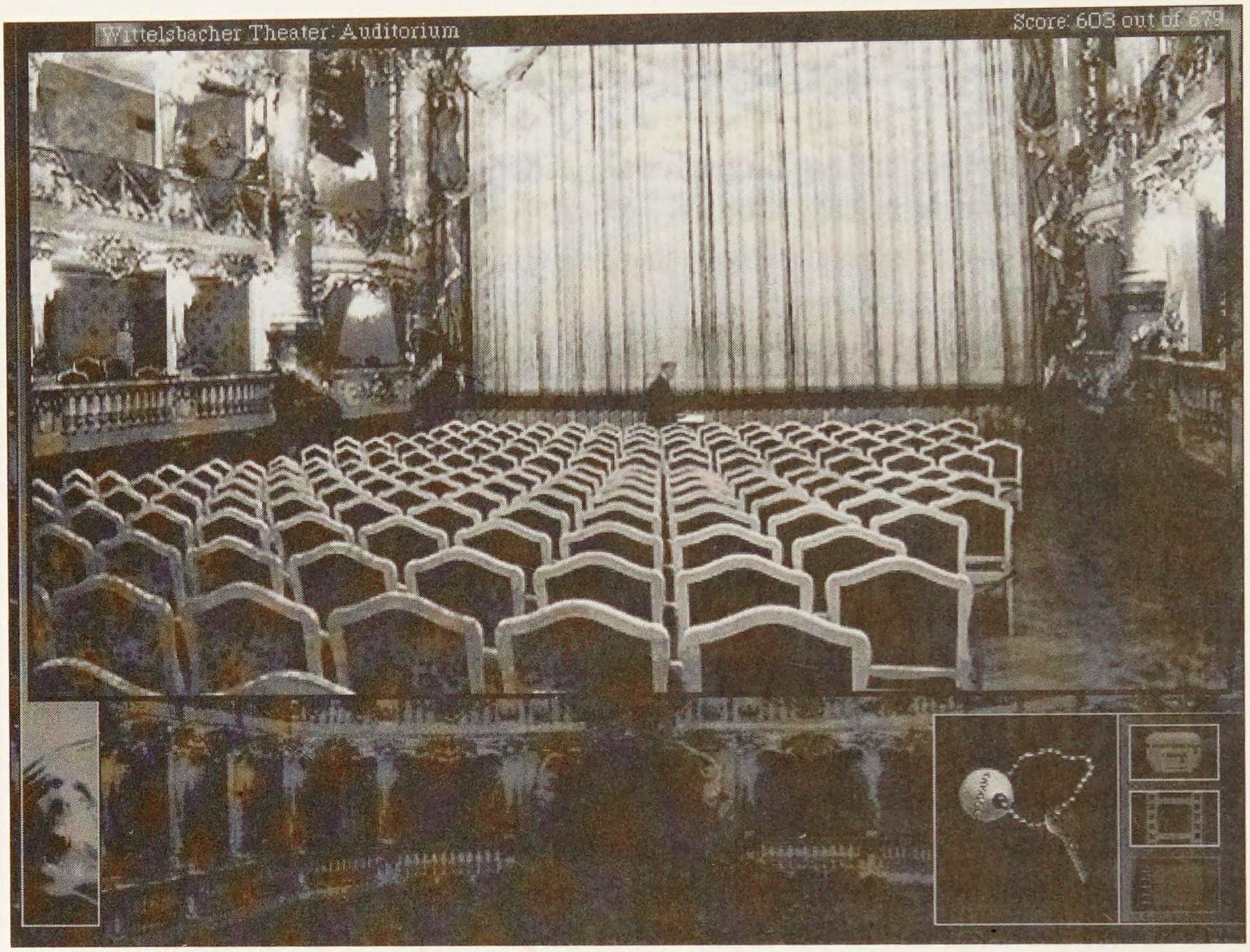
Send Grace to Altötting to buy a bottle of holy water, and then send her to Neuschwanstein. A child will try to sit on the chair in the living room, and the guard will escort the child out of the room. What would happen if the guard thought the child had wet the chair?

The guards conveniently leave the bedroom and grotto unguarded, allowing Grace to get the manuscripts hidden in those rooms. She's still going to have to distract the guard in the singer's hall, though. But with what? Doesn't anything fly into your consciousness?

Examine the silver heart on Wolfgang's coffin, and then ask Gerde for permission to take it. Show it to the priest at Altötting and then put it in the penitent basket at the altar. There's a chair handy that Grace could push under the urns to get Wagner's theatre diagram, if the room were only dark. The wind howls outside. Hmmmm. If one were to let in the wind . . .

So, now it's a few months later, and the lost opera is going to be performed. Have Grace pick up a program, look at the poster, and go talk to Gabe in the office (on the main floor to the right, the room at the end of the hall). There are three items for Grace to pick up here.

Have Grace talk to Georg in the auditorium and then to the worker in the balcony. Look at Wagner's theatre diagram. Notice the X? That's where Wagner planned to seat von Glower. Look at the seating chart you snatched from the bulletin board in the



The theatre for staging Wagner's lost opera

office. The same area is marked *Mitteloge*. Go there to set it as the location for von Glower and Leber.

On the second floor, to the left at the end of the hallway, is the spotlight room. Train the spotlight on the *Mitteloge*. In the foyer have Grace show the seating chart to the usher and then go backstage to get a piece of rope. Ooops! Did something fall and go boom? Heh-heh.

Have Grace go to the basement. Map it for reference later, noting where the furnace is. Have Grace turn up the heat. There's a fuse panel in the basement. Have her open it, get a set of keys, enter the prop room, get the *Privat* banner, and check the keys in the prop room lock. Now, it's time for Grace to go back to the foyer. The house is about to open.

Have Grace move Gabe to the prop room, lock it, and then hurry back to the office to get dressed. After she talks to Leber, have her go to the spotlight room and wait for von Glower to be seated (the opera glasses will give her a better view).

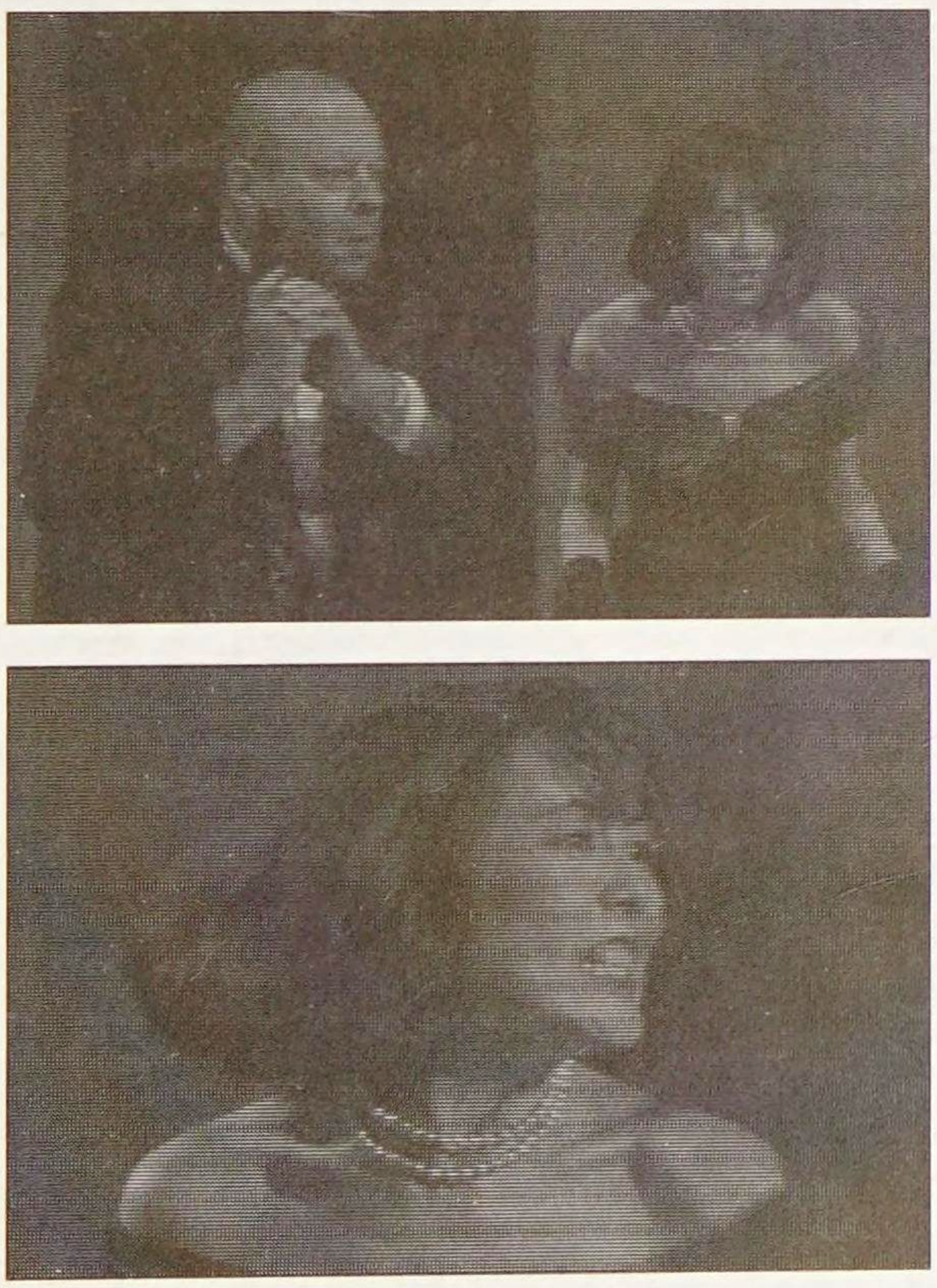
Now, Grace can secure the *Mitteloge* doors with the rope and the *Privat* sign.

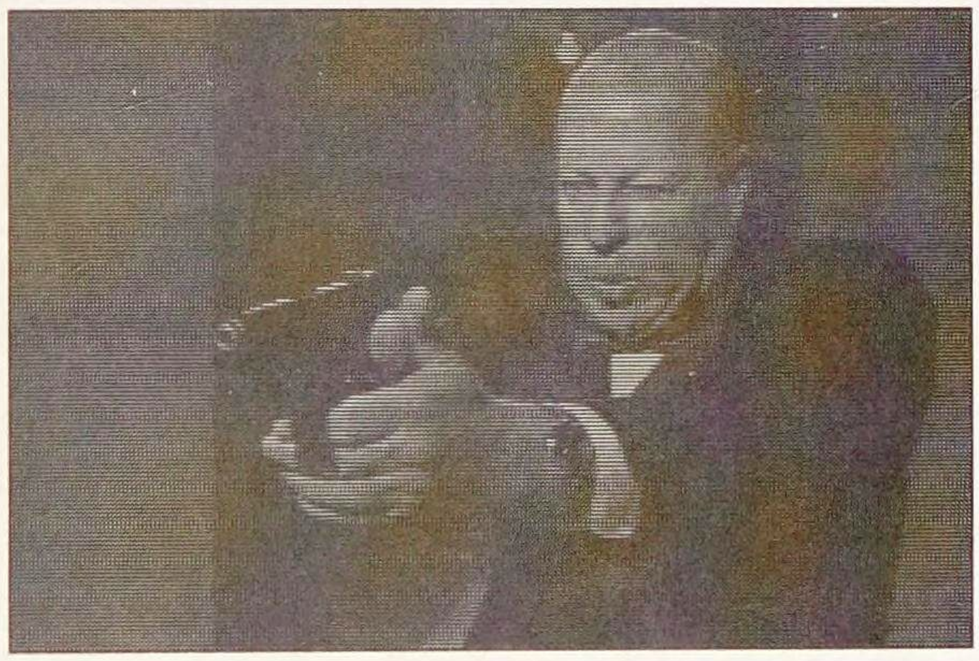
Now it's Gabe's turn. There's a hidden vent in the prop room. Have Gabe open it (with something sharp) to get backstage. There he can pick up a roll of tape and then go to the dressing room. His objective is to take Engelhart's place as the minstrel. First, have Gabe dress and powder. Before he hides behind the screen, have him obscure the mirror so he can sneak up on Engelhart.

Von Glower has to be herded to the furnace room. Grace and Leber will then enter. Take control of Grace and have her open the furnace door. Take control of Gabe and have him leap at the black wolf as he springs. Von Glower should end up in the furnace.

NOTE

I had trouble with the speed of the next movie, so I clicked past it. It covers the last act of the opera with Gabe transforming to a werewolf on stage and escaping to the basement. Von Glower also transforms and escapes to the basement.





After Grace and Leber burst into the furnace room, Leber lines his sights on werewolf Gabe as Grace cries out "No!"

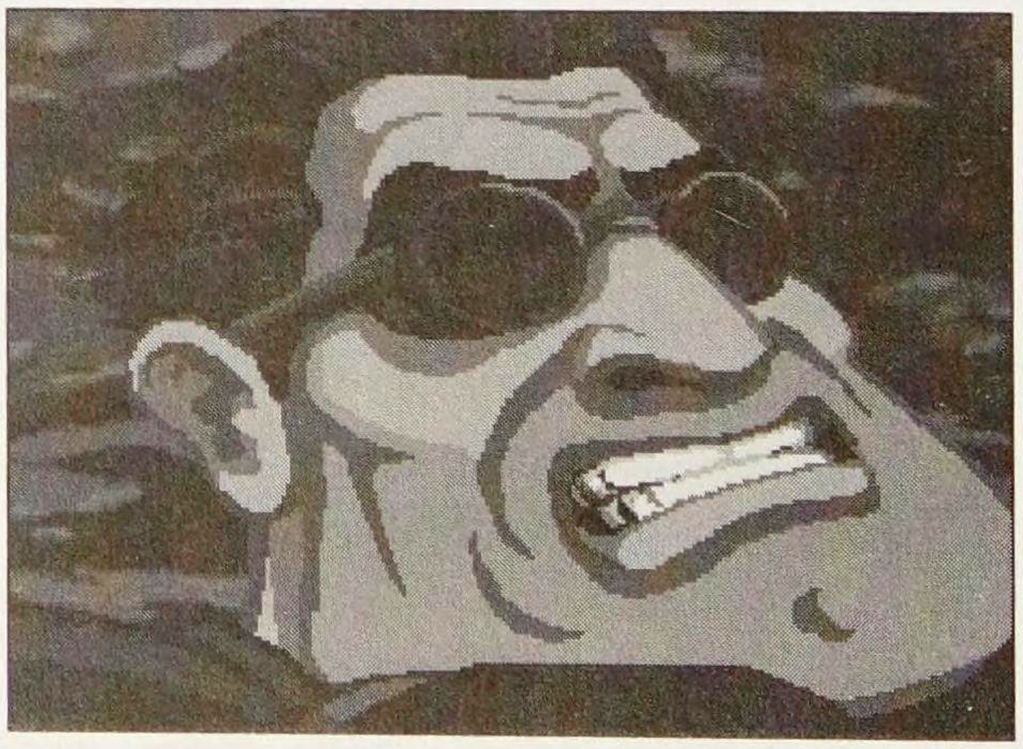
5

Full Throttle

LucasArts' *Full Throttle* is a role-playing fantasy-adventure game in which you assume the identity of strong and silent Ben, the leader of the Polecats biker gang. Ben is framed for the murder of Malcolm Corley, the founder and head of Corley Motors. Corley Motors also happens to make the bikes idolized by the Polecats. The actual murderer is Adrian Ripburger, Corley Motors' cowardly and egomaniacal second in command. Thus, it is up to you (as Ben) to clear your name and expose Ripburger for the slime that he is.

BEN KNOWS RIPBURGER IS TROUBLE

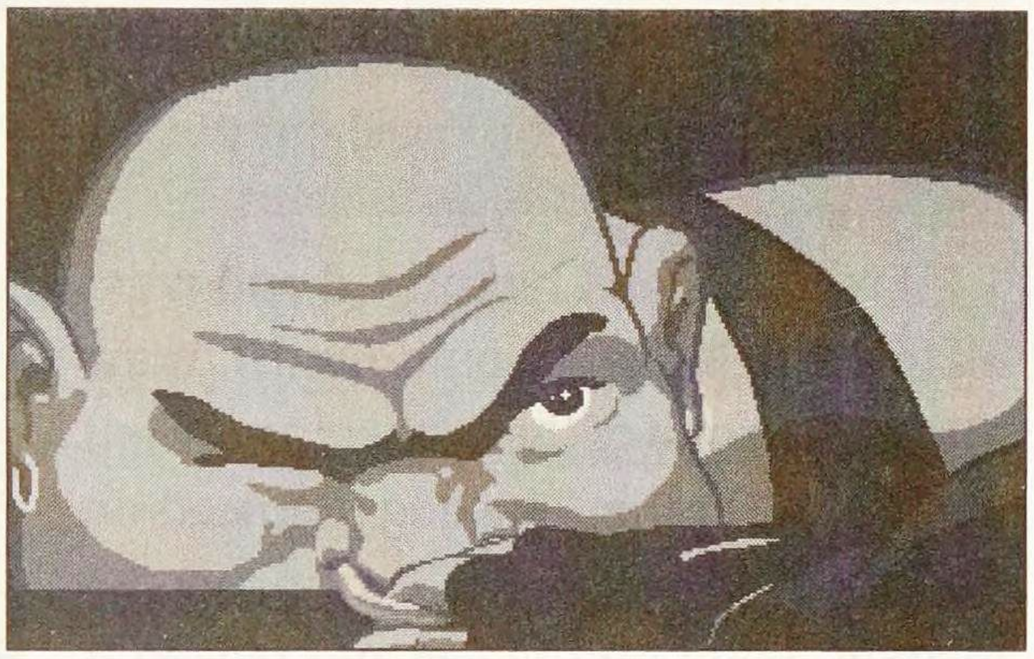
Ben knew the first time he laid eyes on Ripburger that he was big trouble. As soon as Ripburger walked through the door, Ben could smell the trouble; but when he said Old Man Corley was dying, Ben had to listen to him. Unfortunately, this was a big mistake. Time to walk through the story as it unfolds through the eyes of Ben.



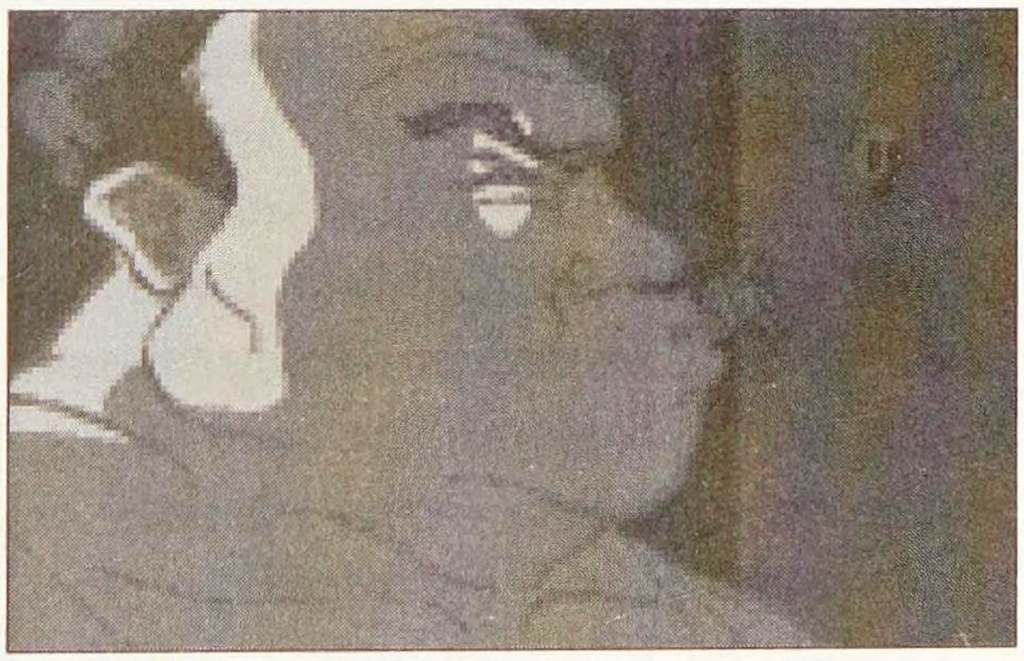
TIME TO KICK BUTT!

When I followed Ripburger behind The Kickstand, his goons Nestor and Bolus whacked me in the head and threw me in the dumpster. I had to punch my way out of it and then figure out where Ripburger was leading the Polecats. I tried to talk to Quohog, but he wouldn't tell me. Big mistake; I introduced his head to the counter and he squealed—that ring would have ripped right out of his nose if I'd wanted it to.

It seems they were headed off to the shareholders meeting, and I was running out of time. The Polecats were headed for an ambush, and my bike needed a tune-up. To make things worse, that bastard Ripburger had loosened my forks and I crashed my bike. I remembered coming to and seeing Mo. Mo fixed my bike, but she needed her welding torch, a new set of forks for my bike, and I needed some gas. Melonweed, the fleabag town I was stuck in, was looking uglier by the minute. I had to get out. I grabbed a gas tank and a hose and headed out into the night.



I went to the trailer park to talk to a guy named Todd, who owned the local junkyard. He was listening to the radio and it looked like he was welding something. He claimed he "didn't know nothing about no welder and didn't want to talk anymore about it." Another big mistake. I find kicking down doors while someone's standing behind them tends to get their attention. It turns out Todd not only had the torch but some rotten steak in the fridge and a lock pick in a cabinet right behind his swollen body. My last lock pick disappeared in New Mexico, so I grabbed it. Any junkyard worth anything has a nasty dog, so I grabbed the steak too. Time for some gas.



There was a gas tank in the northern part of town that seemed to be guarded and locked up. The lock pick took care of the lock (which I grabbed just in case I needed to lock someone up) and I headed in. When

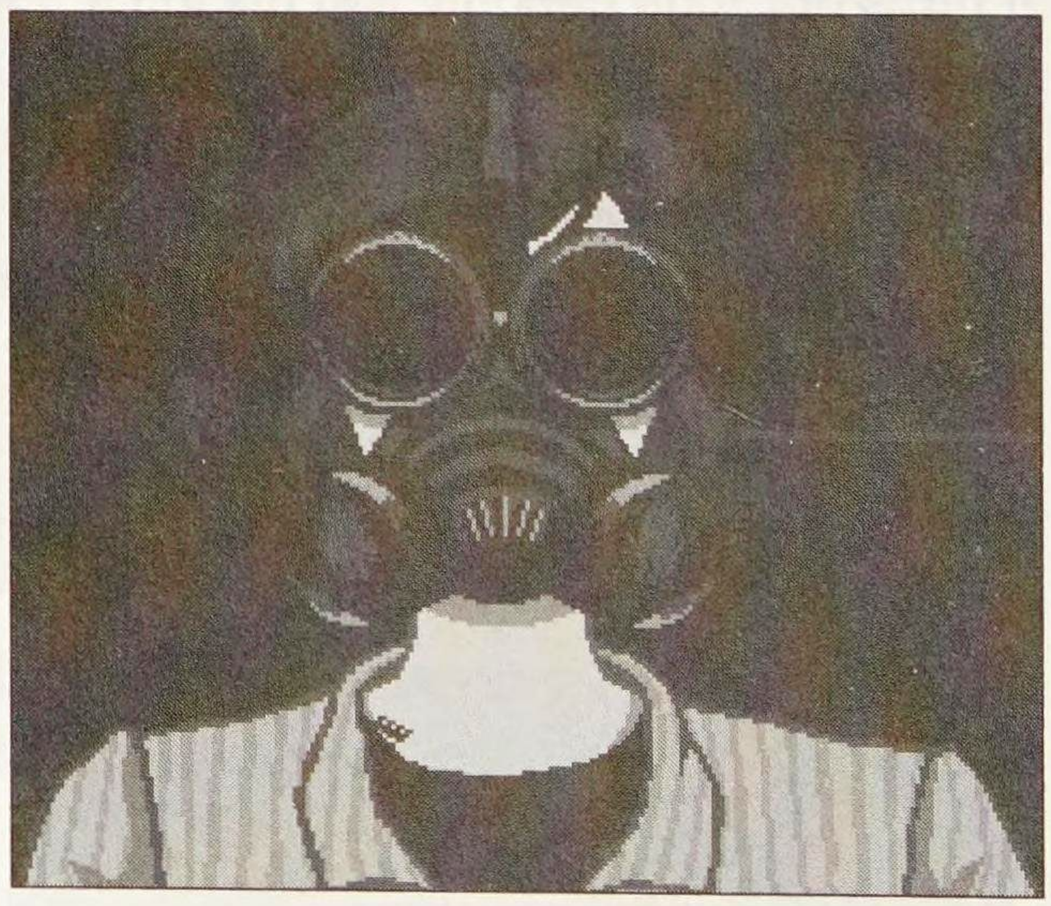
I started to climb the ladder of the tank an alarm sounded, so I hid in the shadows. When the cops landed their 'copter to investigate, I siphoned some gas and got out of there.

TO THE JUNKYARD . . .

The junkyard was my next stop. I'm sure heaven is a junkyard. The door was closed, so I decided to climb the chain that opened the door. I took the lock and locked down the door so it wouldn't open and climbed over the wall. Sure enough, there was a set of forks among the junk, and sure enough once I went for them a nasty dog came after me.

I fell back and regrouped and went off to the right of the compound. I threw the meat in one of the junkers and went up into the crane. The dog pounced on the meat. Big mistake. I dropped the magnet down on the car and picked it off the ground. With the dog out of there, I grabbed the forks and said my good-byes to Mo.

I headed off, but there was a roadblock. The cops were looking for the guy who was playing with the gas earlier, so I figured I should pay the tank another visit as a diversion. I was right—the alarm sounded and all of the cops came, opening up the road for me. I wonder why some didn't stay back?



Around this time I found out that Ripburger had *offed* Old Man Corley. Corley wants me to get Ripburger—that's not a problem. The road was blocked by cops again, Corley was dead, and I was getting mighty pissed.

I went back to Melonweed to find Mo, who it turns out is Corley's daughter. She was gone, but there was a busted up empty camera. I decided she

must be at her uncle's mink ranch. I returned to The Kickstand to get a drink to clear my mind. I walked around back to see if I had left anything earlier, and I found that journalist scum called Miranda. Seems she took pictures of Ripburger offing Corley. She gives me a fake ID to get me by the police.

I went back into The Kickstand and saw the news. The Polecats were in jail, and they think I offed Corley. Damn. There was some trucker playing with a knife at the table who also wanted to get by the roadblock. His name was Emmet. I didn't like him, but it didn't matter. He hid me in the truck and used the fake ID to get past the roadblock. I passed out in his truck because he had a gas leak, but when I came to I was at the mink ranch. He decided that my fuel line would be perfect to fix his leak. Big mistake. He's history.

COMBIN' THE MINK RANCH

I decided to check out Mo's uncle's mink ranch. I figured Mo must have some parts around, so I checked things out. What self-respecting grease monkey doesn't have a tire iron under her pillow? That gets me in her hope chest, where she just happens to have a fuel line. It's an outrageous coincidence, but I'm not one to think too much about such things. I was ready to head out when I saw Mo take off. She stole my booster fuel (which she herself put in for me) and headed off. Why was she runnin'?

After the world's fastest hose replacement, I was in pursuit of her. Up ahead of me, Emmet got attacked by the Cavefish—serves him right. He dumped his cargo, but they blew up his rig (with him in it). Unfortunately, he was right over the gorge, and the explosion took out the bridge. I drove over to the bridge and found out that it had been jumped, only I needed a ramp and my booster fuel.

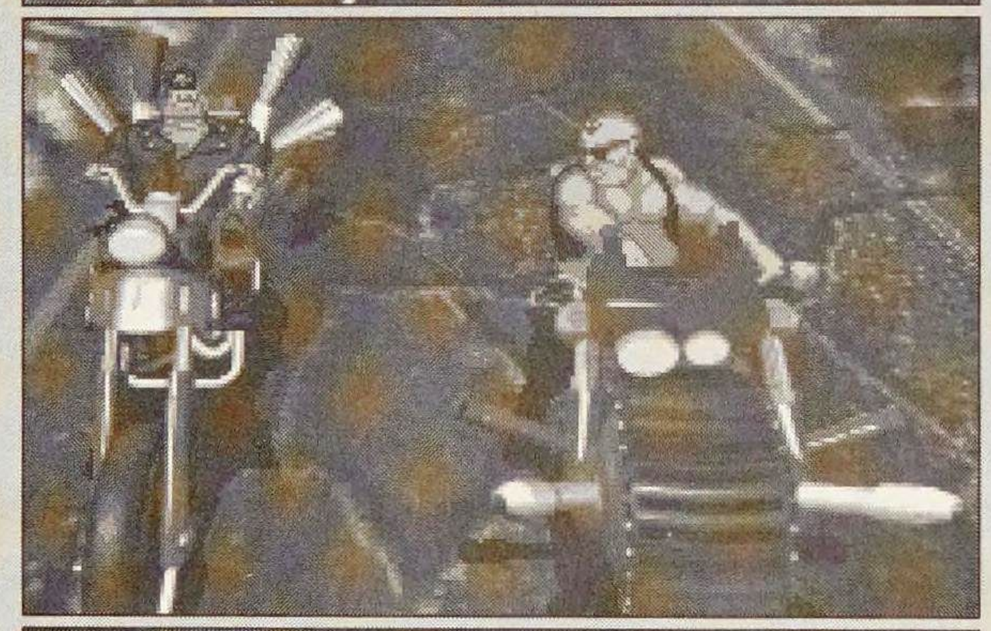
I stopped at Emmet's truck on the way to the mink ranch. I grabbed some fertilizer for its aroma (which is better than mine at this point) and decided that I should knock over the rig because, well, it's just something I needed to do. I loosened the lug nuts with the tire iron and tipped it over. More fertilizer spilled out.

I returned to the mink ranch to do some more searchin' and found Ripburger's goons there. They gave chase, but when they hit the fertilizer it brought up a cloud of

That Damn Mine Road

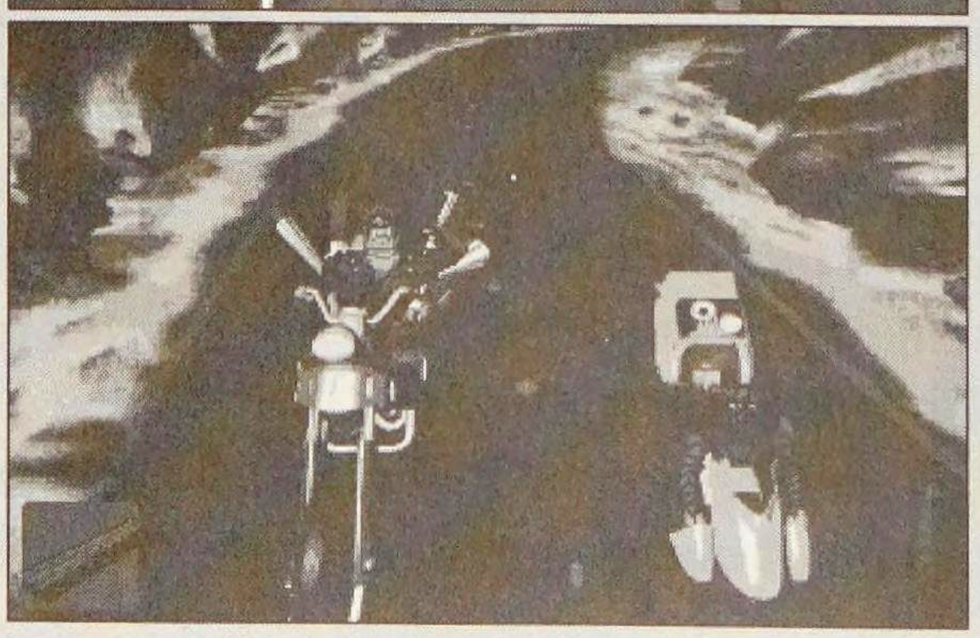
This is the place where real bikers hang out, the ones who'd take a life as quick as they'd take a leak. Here are a few tips for beating up on some of the people you may run across.

- She's a wimp. A couple of whacks with your fist or any weapon and she'll go flying. She can have a chain.



- The Rottwheelers are tough, but not too bright—a chainsaw is extremely effective, otherwise bash away.

- This guy is important as he's got the booster fuel that you need to get across the bridge—a whack over the head with a chain works wonders, but be quick about it.



- For the Cavefish, you'll need to have defeated someone who has a board in order to beat these guys—use any other weapon and they self-destruct. You need their special goggles to find their hideout.

crap that blinded them and they crashed. Ripburger picked 'em up, but I took a hoverlift from their car to give me a little more air on the jump.

After dealing with the Mine Road, I slapped on the goggles and went hunting for the lair of the Cavefish. It took a while, but I finally found it. Inside was the ramp, so I attached it to my bike and took off. The 'Fishies pursued, but I covered my butt by stopping at the first turn and removing the guides the blind 'Fish use. Boom, no more 'Fish. Now it was off to the gorge. I checked my boost. It was OK, enough fuel for one jump. The hover lift looked tacked on, but it was working. I'm ready for the jump. Time to add my name to history . . .

SHOWDOWN AT CORLEY MOTORS

With the Polecats still in jail, Ripburger turned to business matters and wanted to turn Corley Motors into a minivan factory. I still hadn't showered, and I was still wanted for murder—big stinking problem. After jumping the gorge, I was off to Corley Motors to find Ripburger.

ENTERING NIRVANA

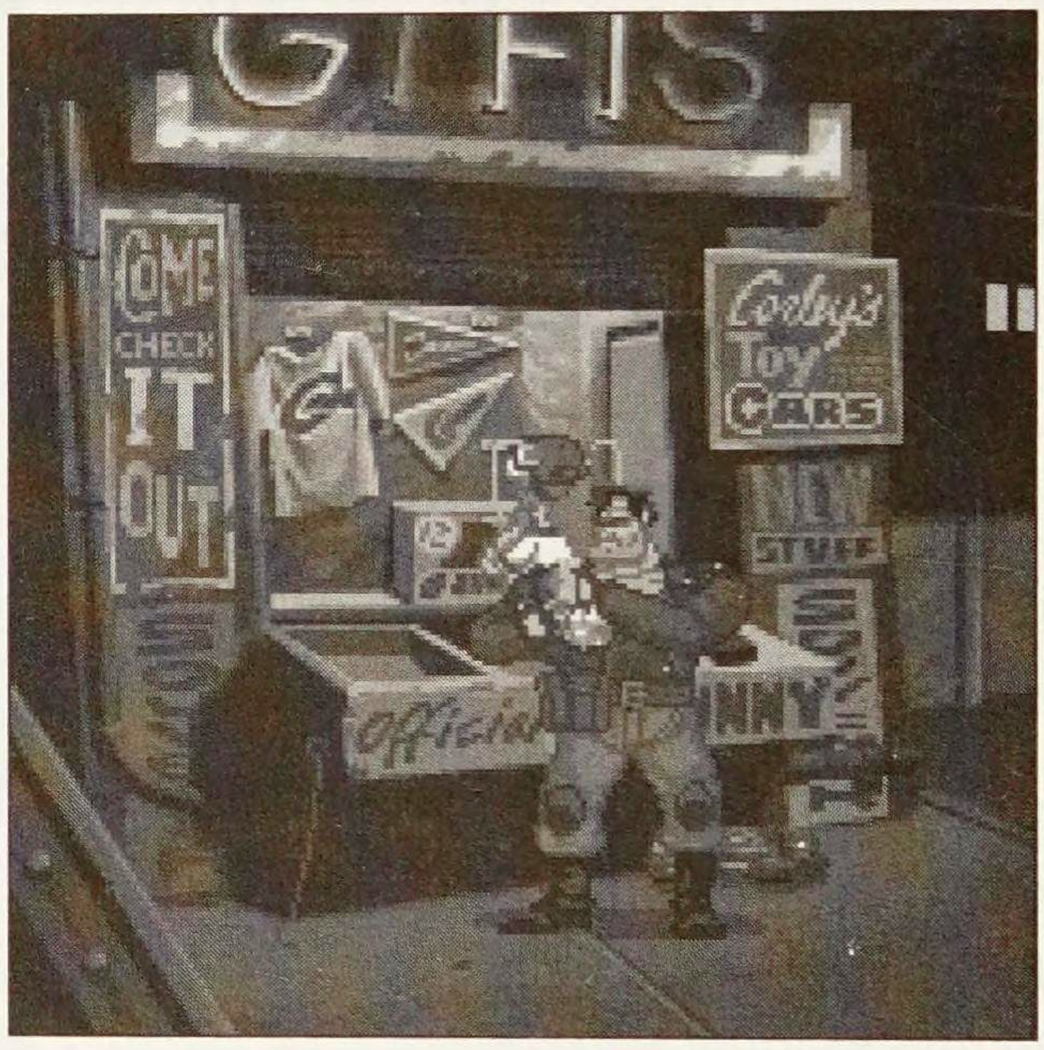
Corley Motors. Heaven. I'd always wanted to make the pilgrimage to the holy land, but never had until now. I wished the circumstances could be better. I wished Corley was still alive. I wished the Polecats were out of jail. I wished I could be riding on the open road, rather than for my life. Damn, there it was. Corley Motors. There seemed to be something going on at the track next door.

It turned out Old Man Corely had built a demolition derby track for his employees. Because I couldn't get in the building where Ripburger was supposed to speak

the next day, I checked out the show. I talked to this guy named Horrace; it looked like he'd fallen off his bike a few too many times. When he turned around to check out the T-shirts for me, I stole the cute little bunny.

I'd sorta figured out that Mo was a Vulture, so I was off to their lair. They had a minefield blocking their entrance, so I sacrificed my bunny in the field. All that was left was a battery. That might come in handy, so I grabbed it. But I needed more bunnies. One wouldn't do. I decided to go back to Horrace.

He was still there, still belching, still chattering away. I needed to distract him so I could grab the "box o' bunnies" he had on the counter behind him. He let me try out his radio-controlled car. Big mistake. It crapped out, but I had a battery. I drove it into the smashitorium and off he went to find it. I took the bunnies. I was content.



I used the box o' bunnies on the minefield, but I didn't want the bunnies to run off in every direction. No, I wanted a *controlled* bunny assault. So I picked 'em up and placed 'em one at a time in the minefield. After they blew (and I'd wiped away a tear for another bunny givin' its life for Corley Motors) I followed 'em until I got to the Vulture's lair.

Sure enough, Mo was there. Only she thought I'd killed her dad. I tried getting mad at her, but that didn't help. She was ripping me apart. But I knew how to get to her. Malcolm had earlier told me his nickname for her, and a well-placed insult using that name might prove I wasn't the guy who did it. It worked. That young go-getter Mo was like putty in my arms . . .

BUMPER CARS

The Vultures had a plan. It wasn't a good one, but it would have to do. I needed to blow up Mo in the demolition derby and then catch fire. I'd been on fire before—it wasn't that bad, actually. I had one of the Vultures take pictures so I could show how I did it.

Now I was on fire and needed to get the hell outta there. I ran over to the stadium exit to see if it was locked and started a fire in the whole stadium. That was fine—it opened the exit—but the Goons were finally able to fire up their car, and then they

chased me. I needed to shake 'em. Because I was already on fire, I hopped on top of their car and waited until they got near Mo's ex-car, which was also on fire. I hopped in the fire, and those moronic Goons followed me in. Big mistake. Big boom.

CORLEY MOTORS

I found myself back at the lair and Mo was sitting in front of a pile of parts. It seemed she was looking for a key to Malcolm's safe. I'd have said the key was right in front of her, but I don't talk much. I looked at the parts and thought it was odd they all had numbers on them. I noted the numbers and Mo told me there was a secret entrance to Malcolm's office in the back of the Corley Motors building.

She said I needed to kick a certain area of a wall when the utilities stopped. I randomly kicked around (the crack was supposed to be at eye level, but Mo was a child when I last saw her enter here, so I guessed right—it was a lower crack). When the ticking stopped, I kicked . . . and kicked again until one spot made a funny noise. The door opened. No problem.

The safe was in the middle of the room. I used the key from the parts and opened it. Inside was a tape and an access card. I had the pictures of Ripburger offing Corley and a tape. I needed to show them to the stockholders, who were sitting there listening to Ripburger telling them that Corley wanted to build minivans. Anyone who knew Malcolm would know this was crap, but the shareholders lapped it up.

In the next room I found the camera and overhead projector controls in two different rooms. I used the access card to get into the film room, and then I stopped the projector and cranked up the lamp to its highest setting. This melted the film. When the person checked the film, I went into the other room and replaced Rip's overhead pictures with mine and played the tape.

Rip tried to cover up, but it was all over. Mo took over the company and Ripburger ran like the coward he was. It looked like the end. Mo was in charge. Corley Motors was saved. I was hoping to shower and get a tune-up.

IT AIN'T OVER UNTIL THE FAT MAN DIES

Mo and I were heading off into the sunset when Ripburger attacked us with a semi. I hate trucks. Mo disappeared under the truck, but would later turn up OK. I grabbed onto the grill of the semi as my bike was stuck to the fender. I opened the grill, remembering my trip in Emmet's engine compartment earlier.

I couldn't get in there because of the damn fan (I had an extra bunny with me and sacrificed it to the fan in an attempt to stop it—and I shed yet another tear for the bunny), so I tried something else. I tried to block Rip's view of the road by lifting up the panel. Rip used his cane to push it back down, but I quickly (and I do mean quickly) grabbed his cane from him and wedged it in the fan.

I climbed through the truck and decided to stop Ripburger by cutting off his fuel. That tie iron is the best thing I ever picked up. The Vultures had suddenly come after Rip in their converted plane. The semi flew into the plane when Rip applied some brakes. Ripburger tried to shoot me, but instead shot up the insides of the plane, which damaged the controls. We needed to stop as we were headed for the gorge where Emmet had met his demise. I climbed up the ladder and found most of the systems damaged. Except one. It's amazing, the stopping power friction has . . . and a belly landing is so beautiful to watch.

When the plane stopped, it threw the semi back out the front of the plane. It also threw Ripburger out of the semi. He was hanging on one of the semi's guns. I needed to get off the damn thing, as it was hanging over the edge of the gorge, but I also needed to get my revenge on Ripburger. I couldn't shoot him, but I could retract the guns.

I climbed off the semi and the Vultures ran out of the plane, throwing off its balance. I needed to get out fast, but there was one thing still in the plane that I needed. What self-respecting biker would leave his bike to fall to its fiery demise?

And that was it. Mo and I decided to be friends, the Polecats were out of jail, Corley got the funeral he deserved, and I headed off into the sunset. What, you want a happier ending where I get the girl? This ain't Hollywood, buddy!

6

The Dig

LucasArts' *The Dig* is a drama action/adventure game in which you assume the identity of Commander Boston Low, who is in charge of a mission to detonate a pair of nuclear charges on the surface of an asteroid that is on a collision course with Earth. This should knock the asteroid off its collision course and safely into orbit. Once this task is completed, however, you must return to the surface of the asteroid.

While prospecting for rock samples, you discover some odd metallic plates deep inside the asteroid. Upon manipulating these plates, the asteroid morphs into a twelve-sided polygonal starship that whisks you and your crew light years away. There you discover that the alien creators of the ship have done a *really dumb thing*, and it is your job to undo it so they can send you home.

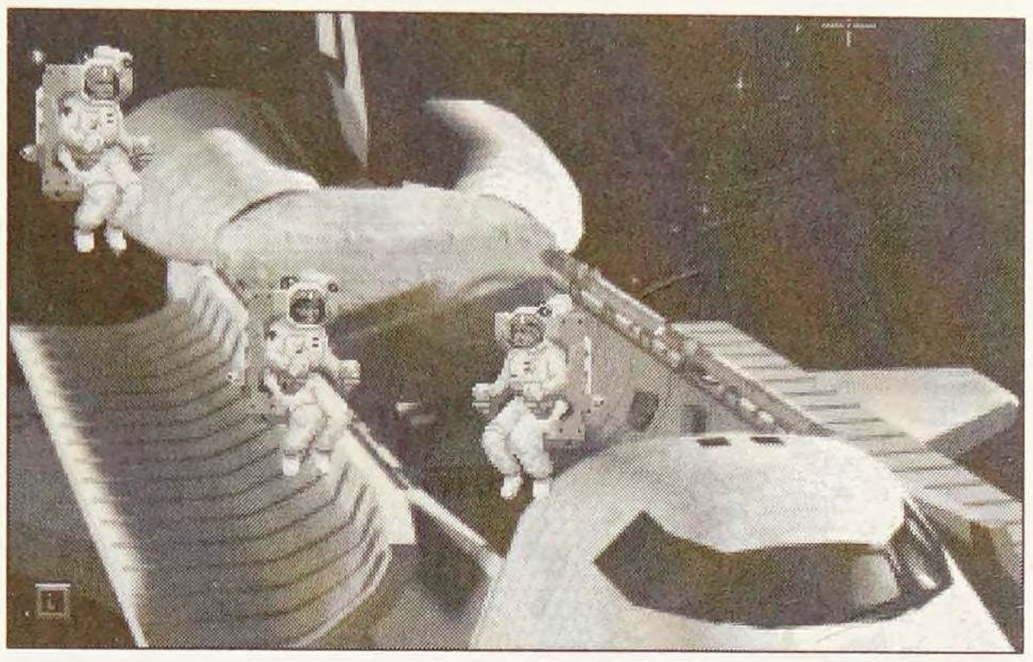
JUST DIG IT

"So here I was, floating in space . . ." is how it all begins. But let's just cut to the chase. Talk to Miles to release the pig. Open it. Take everything.

Set a charge and arm it in the upper right quadrant of Attila. It's too rough, so use your zero-g digger on it (see, you really will *dig* a lot). The next charge goes in the lower left quadrant. Here you'll need to pry a rock loose with your shovel, plant the charge, and then arm it. Return to the shuttle. Contact Borden on the Penultimate. Attila goes boom.

Inside Attila, give the metallic plate a little shove. It's outta here. Those other projections look mighty interesting. Guess what you need to do? Dig. Each time you do this, another plate is uncovered and you need to press them as well. The largest of the plates will create a passage large enough for you to enter. Do so.

At the end of the tunnel, you enter the afterlife where you find a pedestal that houses one of the many geometric puzzles you'll find in the game. This one's pretty simple: place the plates in the indentation. What the 'ell is going on? Attila's off and running (with that *Industrial Light and Magic* special effect looking only OK).



NOTE

These early scenes are a bit dull, so stick with them—it does get more interesting.

JUST DIG, BABY

Now it starts to get interesting. If you have played the demo, you know what to do here. Leave the current location and head to the grave at the top of the main travel screen. Guess what you get to do at the grave? Oh yes, Igor, you get to dig up some remains. Yum! Take the tusk and a jawbone.

Exiting this location, head over to the far left location. Here you'll find a spaceship. Go ahead and barge right in. Open the chest and take the device, which, when used, seems to point to something or other. Take the wire hanging from the ceiling. Yowza, what the 'ell is that thing? Oh well, it drops something. Some sort of rod. Get used to 'em; they're everywhere.

If you check the device, it'll be pointing out of here. Follow it to the clearing off to the far right of the main travel screen. Suddenly a pile of dirt that you apparently didn't notice any other time in the game (at least until you found this orb thingee) appears. Guess what? Dig! Take the bracelet. Return to the center area (Dais).

There's another one of those silly light thingees. And wait, there's another hole that you may not have noticed before. Dig away. Brink (a.k.a. Hanz and/or Franz) takes over the digging chores and has the audacity to fall in the hole and die. What a schmuck.

EXPLORING THE NEXUS ON $5.00/DAY

Brink's here, rotting away, so it's time to explore. Note that all of the doors are a different color. Each has a lock that is made up of a series of colored geometric figures. You'll find keys, much like the engraved rod you found up above, that are also color keyed. The locks are apparently random, so it will be up to you to figure them out.

Heading off to the left (or right—it's a circular room), you'll find a purple engraved rod. This is the lock for the purple door. Before bothering with that, you'll need to get the power and trams working. First the power. Head down the ramp in the center of this Nexus.

There's a loose plate in the center of the stairs and a blue crystal inside. Leave it for now; it's a light and power source for the control panel. If you look over the edge you'll find an unattached lens. The power is directed through the lens to a central power supply, so you'll need to reattach it. There's a control panel here. It controls a robot droid that will fix the lens.

This is a really tough puzzle because it requires you to think three-dimensionally using only four buttons. The triangular button starts the droid on its merry way, the one that generates a purple dot on the panel moves the droid left, the blue one moves it up, the green one moves it right, and the yellow one moves it down. Another button means *use* and produces an orange dot. There is more than one way to direct the droid, but here's one way: Select yellow, yellow, purple, purple, purple, purple, orange (this takes the lens), blue, blue, blue, blue, blue, blue, and orange (this drops the lens). Press the triangular button and voilà, power. Take the blue crystal before you leave. Now it's time to open up a door or two.

PURPLE RAIN

The purple rod corresponds to a door that looks sort of purple. It's tough to find the right one; find the one that's closest to purple and examine the panel. You'll find four geometric figures. Examine your purple rod. Duplicate the pattern and the colors, from left to right, taking careful notice of the difference between a square and cube.

When the door opens, go on in. Press the button on the stone-shaped structure and it will summon a tram. Hop on in and enjoy the ride—you'll be doing it a lot (it is mighty impressive). Once the tram stops, you'll be in an entirely new location. A weakened door is there. You can't enter it until a bit later on. Exit the room.

It's about time to get outside of this place. Ain't it pretty? Walk over to the water. See the nice little alien creature. See the nice little alien get eaten by the mean big alien.

Yum. I guess you won't be swimming for a while. Check out the fossil on the ground. Remember it's there.

Head up the path. Another of those damned ghosts appears, pointing at the weird device. Keep going up. At the top of the mountain is a museum. Take the glowing crystals, the tablet, and the red rod (another key). Examine all of the pictures on the walls. These are perhaps the most unique and intriguing puzzle hints ever seen in a computer game. Interpreting these pictures will be the key to finishing the game.

Three of the pictures will give you some immediate clues. One regards the crystals. Watch as they are placed on an alien, reviving it, but causing some sort of danger. One picture shows that two moons need to be aligned, and another shows a small canister causing a big explosion.

Head back to Nexus via the tram, and use the crystals on Brink. Hmmm, first you're stealing the dead's bones and now you're bringing people back to life. Talk about a God complex . . . Anyway, Brink's alive, and I mean seriously ALIVE! He's so strong that he could probably help you with that weakened door.

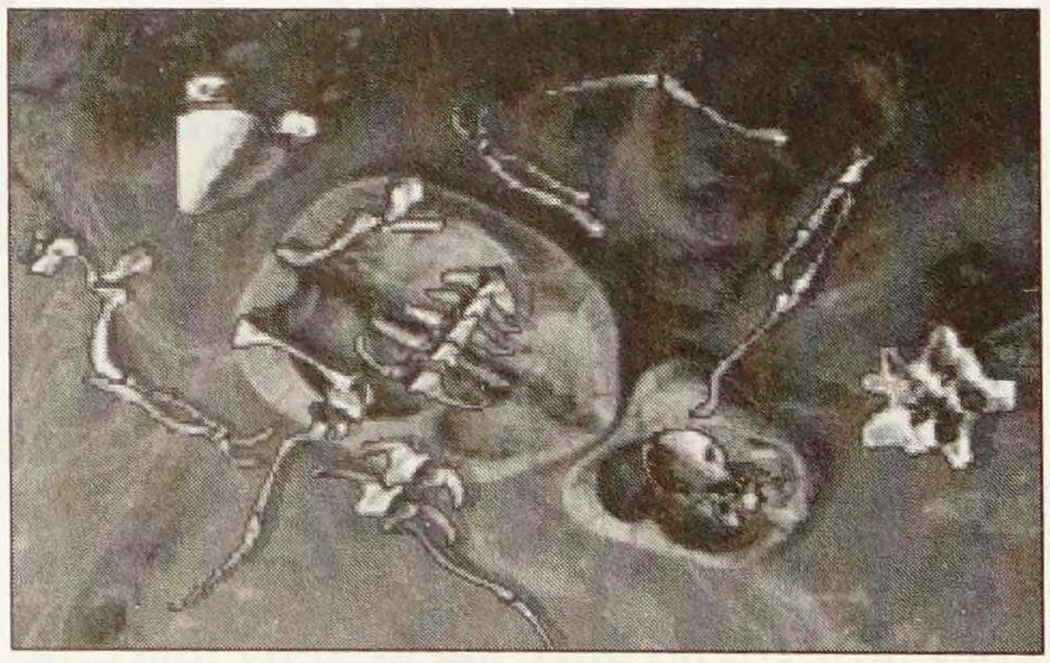
> **TIP**
>
> **Watch the pictures often, even if the sound they make starts to get on your nerves.**

Brink will follow you back to the museum tram. Open the weakened door. Jackpot! More life crystals. A ghost appears and turns into a skull and crossbones, which should have been enough to scare anyone away, but not Link. Take as many crystals as you can, and Brink will do the same. Take the canister here as well, as it looks suspiciously like the one that goes BOOM in the animation in the museum.

Exit the location and go back to the water. Mr. Big Alien is back and decides to eat your little friend once again, only this time he spits it back up. Yum, alien guts. Brink bails, looking for more crystals and feeling MAHVELOUS. We'll just call him Crack Boy from here on.

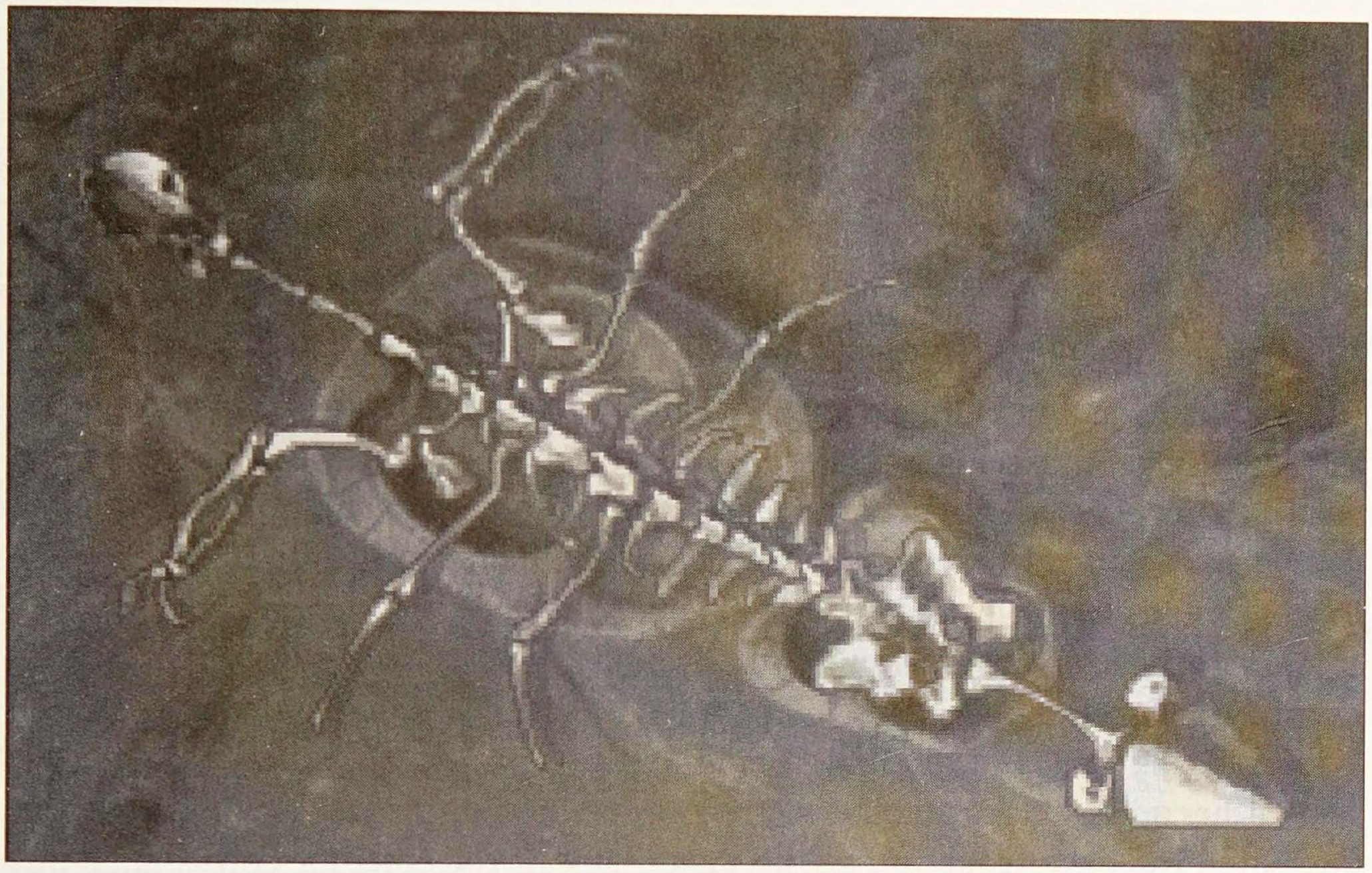
The mountaintop museum, containing perhaps the most unique clues ever seen in an adventure game

The dead creature left behind some nice bones, and now we get to re-assemble an alien. First, examine the fossil and note exactly what bones make up the head and tail of the creature. Those will be your starting points.



Examine the bones. You can rotate any of the bones and place them anywhere, but they will be quite obvious when placed correctly. You can tell when you've assembled it correctly by leaving the puzzle and examining the pile of bones again. If it's referred to as a dead creature instead of loose bones you've got it right.

Now, that big creature is getting on your nerves, and you really need to take a swim (examine the water if you're curious why). OK, remember that picture of the canister blowing up an alien? How about



The assembled alien looks like this.

placing the canister in the bones and using a life crystal on the little alien? Groovy! Big boom! For a chuckle or two, try re-animating the bones when they're not placed correctly.

Enter the water and you'll end up in a chamber. There's a plate here (you'll find a few plates along the way, and they'll be used in one particular door in the Nexus). Take the orange rod, which opens the, you guessed it, orange door.

Now figure out what that weird device is on the halfway point between the bottom of the mountain and the museum. It's called a *strange device*, and there's a lens below it. You'll find a bunch of these throughout, and they all pretty much work the same. Examine the device. Press the button on it, but HOLD IT DOWN. If the lens is placed correctly, the image on the right will change as a line draws from one part of it toward the center. Rotate the lens and try it again if it doesn't work. Remember to hold the button down. When you've done it correctly, a light bridge will appear, which will eventually allow you to travel from location to location without using the trams. For now, just leave it alone and return to the Nexus. Time to open some more doors.

BOSTON LOW—JACK OF ALL TRADES

Now that you've successfully brought the dead to life, struck a chord for animal rights by re-animating a pile of vaguely mammalian bones, opened a lot of doors, and spent an inordinate amount of time digging, it's time to, uh, open some more doors. Who said every adventure game was alike?

Ditch the plate you found in the alcove. Find the orange door and open it with the combination from the orange rod. Once inside you'll find another tram. Hitch a ride to what you'll eventually find out is the planetarium.

Ah, the beach. Walking around you'll come to a gorge with a wave that crashes over it. Time a jump across right after a wave crashes. The boulder on the other side is loose, so dig it out and you'll have a nice bridge.

Further up, you'll find another strange device. Turning the lens and holding down the button will once again turn on this light bridge. If you enter the crevice from this location (it's past the waterfall), you'll find a blue rod. Take it. Then move toward the plateau.

Crap, another door and more critters. A hero's work is never done. That varmint stole a piece you need for the door. Take the rod and examine the pole. Dig out the cave so it's big enough to enter and do so. Take the rib cage, dowel, and the cover for the panel. *Indiana Jones and the Fate of Atlantis* fans will know what to do next—time to build a trap out of a rib cage.

TRAPPER BOSTON, MD

Use the dowel in the hole in the wheel. Use the pole with the wheel. Attach the rib cage to the hook, and voilà—instant cage! But it needs to be opened. Use the rod to prop that puppy up, and you're well on your way to being a master trapper.

Look at the hole that the critter went into the first time, and chase it out. It'll stand around, so go behind it, around to the back of the wheel. Whoomp, there it is. In the trap. Now, he's not actually carrying the piece you need. Of course not. That'd be too easy. But you can track him. Put the bracelet on him. Let him go. Take the rod for future use. Use the orb to follow Mr. Critter into the cave. Dig on the spot it points to, and take the part for the door.

After putting the door back in working order and opening it, you'll be in an odd-looking room. Take the plate, the green rod, and the scepters. Use the gold one on the faint light in the roof (leap of logic time). Voilà, moon map. Using the scepters will move the planets around the screen. What you want to do here is replicate one of the images from the library—remember the eclipse? Put the small moon in between the planet and the large moon. When you get the cut scene showing the eclipse, leave. OK, so you can't quite leave yet. Just press the button by the door and you're outta there. Back to the Nexus.

DOOR MAN

You have another plate for that one door, so go ahead and place that. You have multiple keys to the doors, so you can open all of them now, well, except for one. Find the door near the sparks of energy coming up through the floor. This door doesn't work, even though you have the combination to open it. Ah, no power (notice the door doesn't hum like the others). Pry open the panel with the tusk, and connect the wire to the open panel—instant jump start.

After you've opened all of the doors, you'll need to fix one of the trams before using it. Enter the dark area in the center of the Nexus. Once you enter the room with the airlock, open the door, close it behind you, and enter the room with the crystals in the center. Insert your blue crystal in the empty slot. Now you'll have to figure out how to light all of them up.

A bit of experimentation will show you that sliding each crystal up and down changes its color. As they get brighter, you're getting closer to the proper setting. You'll have to make sure all of them are lit up before leaving. Upon leaving, you'll see the previously inoperable tram return to the Nexus.

BEHIND THE GREEN DOOR

Now it's time to figure out what's behind the green door. Open it with the rod key, enter, and take the tram to the map room. Enter the cavern and then the pit. Past an opening you'll find a device in the center of a vine-covered room. If you plug in any of the keys from the doors, you'll get a close-up of the area; however, you must plug in one of the keys, the red one, to show a hidden opening. Another room off of this one contains another of those strange devices that operate the light bridges. Turn it on; these things are required and will eventually save you a lot of travel time. Go back to the Nexus.

Go through what used to be the red door, and you'll finally be able to summon the tram. Now you're going to the tomb spire. Follow the paths here and you'll eventually find a buried plate. Guess what? Dig. Dig your little heart out. You uncover, get this, a hole. Wow, what a concept. Enter said hole, and you'll find that hidden tomb you saw at the map room.

Leave it for now. Continue outside on the path, and you'll come to another of those strange devices. Get it working. Oops, not quite. Pop off the panel, and you'll have to solve a puzzle to get the thing up and running. It's not terribly complex; just move the prisms around until the lights they emit all touch one another, with none going off the screen (match the prism color to the light). This may be a random puzzle, so just experiment. Once you've done this, get the bridge working.

Before continuing down the path, look at the engraving on the wall. Hmmm, looks like the tomb, eh? If you continue up the path you can hang out with the batty (ouch!) Brink, and look at the machine he's working on. But let's move back to the tomb.

Stepping on the stone with the shapes on it opens the shutter in the ceiling. You need to prop it open. Hello Mr. Rod—once again, the rod is the key. But the room is still a bit dark. Use the blue crystal in the hole (this crystal is from the power room below the nexus—you *did* take that after directing the robot, didn't you?).

But now what? Leave the tomb and lo and behold, the mystery dirt is here. Clear the dirt, exposing a lens. Go back in the tomb. Here's where the situation gets muddy. A statue should appear (like it did when you used the red key in the map room). If it doesn't, do this: Go back to the planetarium, re-align the moons, get to the map room, and re-enter the red key. Ah, the joys of non-linear adventuring. Sometimes it is tough to get the right combination of things to trigger events.

Go back to the tomb. If you go in now, there should be a statue there. Touch the statue. Oops, it turns to dust. But you can stand on the platform where it used to be, which causes you to go down to the crypt.

TALES FROM THE CRYPT

Continuing to the left you'll come to a door. Good grief, what's up with the life crystals making your day difficult? What to do? You can't dig it. You can't kill it. What about letting it fight one of its own? Throw a crystal at the other set of bones and watch them duke it out.

Now you have another door with another lock. But this one is different. Use the engraved rod you found at the very beginning of the game on the door, and the door opens. Enter that room and walk all the way to the pyramid where the dead alien

resides. Use the engraved rod with the pyramid to dissolve it, and use a life crystal on the alien to wake him up. Hmmm, interesting conversation!

Damn it, now Maggie is kidnapped. Now you have to find her. She's in the map room. You can take the light bridge to save time. Go to the nest, and there you'll find Maggie in peril. She'll mention that you might want to get Brink for this. Here's one of the weakest parts of the game. All right, so you need to solve a giant puzzle to get Brink while Maggie is near death, but talking like it's just another day at the office? OK, whatever.

Brink's still on the platform on the tomb spire. Head over there and try to talk to him. No luck. Try grabbing the crystals. Ah, that got his attention. Go back to the bat cave and use your flashlight on the little critters. When they scare Brink away, take his crystals. Now Brink will follow you.

Get back to Maggie. Brink distracts the monster while you head off to the right. Push the big rock near the source of the falls, and the water will divert to the nest. Go back and talk to Brink. He lures the monster near the grate, and Maggie opens it (strange, she has that much movement now? Why didn't she just leave on her own?).

Brink pops Boston and steals his crystals. But now Maggie's around to translate that alien language. Get back to the crypt, while stopping first at the museum spire to pick up as many crystals as you can hold.

INTERVIEW WITH THE ALIEN

Talking to the alien with Maggie along will be an enlightening experience. All will be told. In order to solve the final puzzles, you'll need the final plate to translate and explain the tablet you've been carrying around. Now you're off to one of those locations that shows a mysterious change—the map spire and the strange field on the beach. Talk to Maggie about it and show her the tablet. She messes around with it, and lo and behold, an island appears. Da plane, da plane. . . . Upon entering the island, you'll find the final plate. But despite his being a total butthead, Boston insists upon finding Brink. Wouldn't you know he was in trouble?

Go to the planetarium. Now for the fun part. His hand is stuck in the crevice. You have a sharp object. Ever seen the movie *Evil Dead 2*? Chop chop with the jawbone. No more problem with the hand. Off to the Nexus with the final part of the door puzzle.

Take another tram. Now you're in the cathedral, where the alien said his invention was. If you talk to Maggie about the device here, she'll suggest we talk to the alien. Get back to the alien (zzzzz). He'll babble on and on about things and give you another rod. Now go back to the map room. It'll point to the location of the missing part of the

Eye. At least the piece is at this spire. It's near the nest area, at the beach, underneath a rock (another of those things that magically appears over the course of the game).

Make your way back to the cathedral. Put the new piece in the machine and, oops, Brink goes ballistic again. No more life crystals. Grab the Eye piece, and then go back to find Brink. He's at his machine, again (zzzzz). Use the Eye piece in the slot of the machine. It produces two crystals. Grab the Eye piece. Brink's *really* pissed now and attacks Boston. He dies once again. Put the Eye piece back in the machine at this point and get more crystals so you experience the multiple endings in the game. Don't forget the Eye piece.

Now, go back to the cathedral spire, use the Eye and two crystals in the machine, talk to Maggie about the machine, and she'll get it working—although she dies in the process. Save your game here. She says not to revive her with the crystals, but if you choose to do so you can get an alternate ending.

Head up to the Eye in the center of the light bridges. Wonderful, another creature. This is such a simple puzzle that you may overlook the obvious. When you go back to the spire, the creature follows you. Turn off the bridge, and he'll fall to his death! Duh. Turn the bridge back on, walk to the Eye, enter it, and the game ends. Remember, revive Maggie for an alternative ending. Now wasn't that worth finishing? Dig it, Daddy-o.

7

Monty Python and the Holy Grail

The good people at 7th Level were very clever indeed when they gained permission and support from the Python crew for the creation of computer games based on the Monty Python library. The first of these multimedia objects was *Monty Python's Complete Waste of Time*, which was not only a highly entertaining bit of stuff, but also the primogenitor of a brand new genre!

Well, the time has once again come for fanboys to drool onto the retail shelves over *Monty Python and the Quest for the Holy Grail*, which is no mere digitized CD-ROM of the popular film and a few pathetic tidbits of trivia you could have read in the FAQ anyway. No! This is a game very much in the tradition of *Monty Python's Complete Waste of Time*, with lots of wandering aimlessly, clicking everywhere you can with an ultimate goal that just doesn't seem all that important, frankly.

In *Monty Python and the Quest for the Holy Grail* you are King Arthur . . . well, no, actually you aren't. That is, Graham Chapman plays the role, but you *control* him and the rest of the knights on the quest for the chalice used by Christ at the Last Supper that supposedly caught a few drops of his blood at the Crucifixion, blah, blah blee, etc., etc.; But beware, for false Grails abound!

. . . And there was much rejoicing. (Yay.)

CD-ROM

Check out the CD-ROM included in this book for the demo version of *Monty Python and the Holly Grail*.

UNCA BISECTS THE BRIDGE OF DEATH

Monty Python and the Quest for the Holy Grail uses a sadistically perverted logic only known to the creators. However, the following hints and tips should help you masochists who want to finish the game.

Now, pretend you're riding horses. *Clap those coconuts.*

A SIGN FROM GOD

What's this? A billboard advertising huge tracts of land? Uh, no, guess not. That's God in that billboard, ain't it? Find the Grail, he says. Oh, fine. And what about all these other items in my inventory? I'll bet I have to find all of them, too! So, why don't you use your mouse and click on things, like that outline of a grail. OOPS! A coconut? Hey! What's that bird doing with my coconut? Kill that bird! Thanks! Now that the coconut is in your inventory a cute little arrow has popped up on the bottom right of your screen. I'll bet you have to click on it to go to the next scene.

NOTE

First things first. Fill out the registration. Yes, yes, it is very long—something like 125 questions. However, you cannot finish the game without doing it.

Before going to the next scene, explore this one a bit more. You should be able to find a helmet, bananas, gold coins and a grail. Once you have the grail, click on the edge of the billboard to change the sign. *Ride, Sally, ride.*

Plague Village

Oh, fine. They've got the plague in this village. Just great.

Click on the guard calling out, "Bring out your dead." After his conversation with the individual carrying the lively corpse, click on the guard again and then the man. Play *Drop Dead*, then click on *Run Away*. Click anywhere and a naked man falls into the scene. Click on him to get another bird and forward arrow.

Other inventory items in the scene include the coins under the Dung, the Dung, and seven knights (keep clicking on the naked man and the pouncing knights). There

is a second pile of coins available if you bring out the woman with her cat enough times. *Ride on.*

Witch Village

Do you know how silly it is to pretend that the sound of coconuts clapping is a horse? This is not radio, it's film! The audience can see that you don't have any horses!

Click on the knight and then the witch until you're able to play *Burn the Witch* and *Run Away*. Click on the witch to get another bird to shoot down. Click on the chicken to make him fly three times, and you'll hear a tune. Duplicate the tune by clicking on sections of the crowd and the witch will dance the hootchy-cootchy.

There are some coins in the window behind the crowd. *Giddyap.*

Black Knight

Criminy! That bloke dressed in black just cleaved that man in twain! That's just got to hurt! What do you mean go inside the tent? You don't want to be twained!

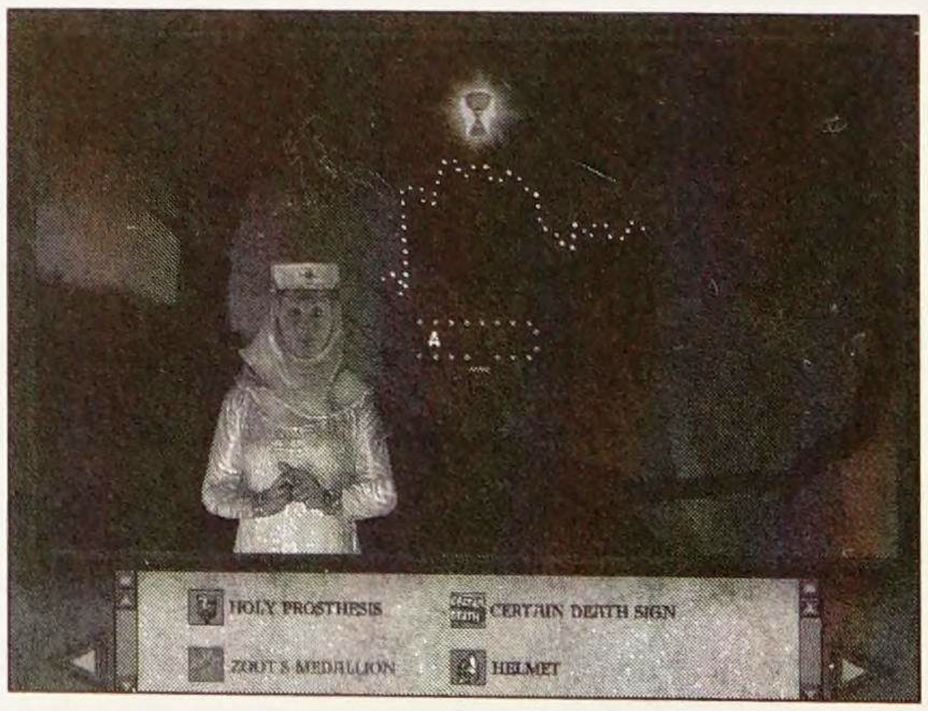
To get inside the tent, explore a number of things and eventually you'll be offered the opportunity to play the arcade game (the cow's skull has an amusing tale to tell). Afterwards, shoot that stupid coconut bird again to move to the next scene. Don't do so just yet. Clicking on the right empty part of the screen pops out a friar with a boil on his nose. Click the boil to get some more gold coins. Click on the empty stream on the left, filling it up, and then go into the tent.

Don't leave without the knight's sword, tights, and some more gold coins. *Now ride.*

Book of the Game

A book! Read a book!? Don't be daft. It's not honorable. Next thing you'll be asked to do is to wear women's clothes.

You don't have to read it. Just turn the pages. Click on the pictures. Pay particular attention to the spread on Sir Lancelot. See the outline of a missing sword on the left



page? Keep turning. Shoot the bird. Buy a shrub for the Knights of Ni, if you want. Now, page back to the beginning and flip the pages again. One of them now has the Certain Death sign. *Ride.*

Camelot

Honey, I'm home! Honey? Gwen? Where are you? Say, where is Gwen, anyway? Is she with Lancelot or ain't you married yet?

Explore. Eventually you'll have to shoot the dancing blue cloud and another bird. Then take all the bricks you can. Get cold coins from the blue dancer. *Mount up.*

Lombard

It was silly enough when there was just two of us pretending to ride horses. Now we're all doing it!

Click on the hands as they appear. Play *Catch the Cow*. Click anywhere and shoot the bird. Click on the Knight in blue once. Then click several times on King Arthur to get the Sheep's Bladder.

Explore the castle bricks to get the Vous sign, gold coins, and a Samurai helmet. Check under the skirts of the knights for another fake grail. *Ride on.*

Anthrax

This is completely unfair. Anthrax is a castle filled with young, beautiful women. Why send Galahad? He's completely chaste! What a waste.

Explore outside the castle first for flowers, broccoli and gold. Check out the sky for all the signs of the Zodiac. Go inside the castle to play *Spank the Virgin*. Score high enough to enter the *Nude Bonus* round. You'll get a four-number code for the code wheel above the door to the castle.

Enter the code and get the grail. Light up the windows. Carve the tree. Light up the neon lights on the castle. Click on Zoot's hat (she's hiding at the bottom of the screen) and shoot the cherub. Enter the castle and undress the ladies to get the Bodice of a Virgin. *Hi, yo, Silver!*

Cave of Caerbannos

You can't believe it. Now you're shouting out commands to dismount these invisible horses and you all do! Arghhh! What a low budget game this is.

Pay attention to the location of the extra four knights who roll in and out of this scene. You'll have to roll out those knights and then click on the cave entrance to bring out the rabbit. Click on the rabbit if you dare. Heh-heh. Click-drag a holy grenade to the cave entrance. Let go on three.

Keep clicking on the cave entrance to get a wooden rabbit. *By the left flank, harch!*

BRIDGE OF DEATH

Criminy! That was horrible! You might have been warned! That rodent might have torn your throat out!

Get Huge Tracts of Land from behind the bridge.

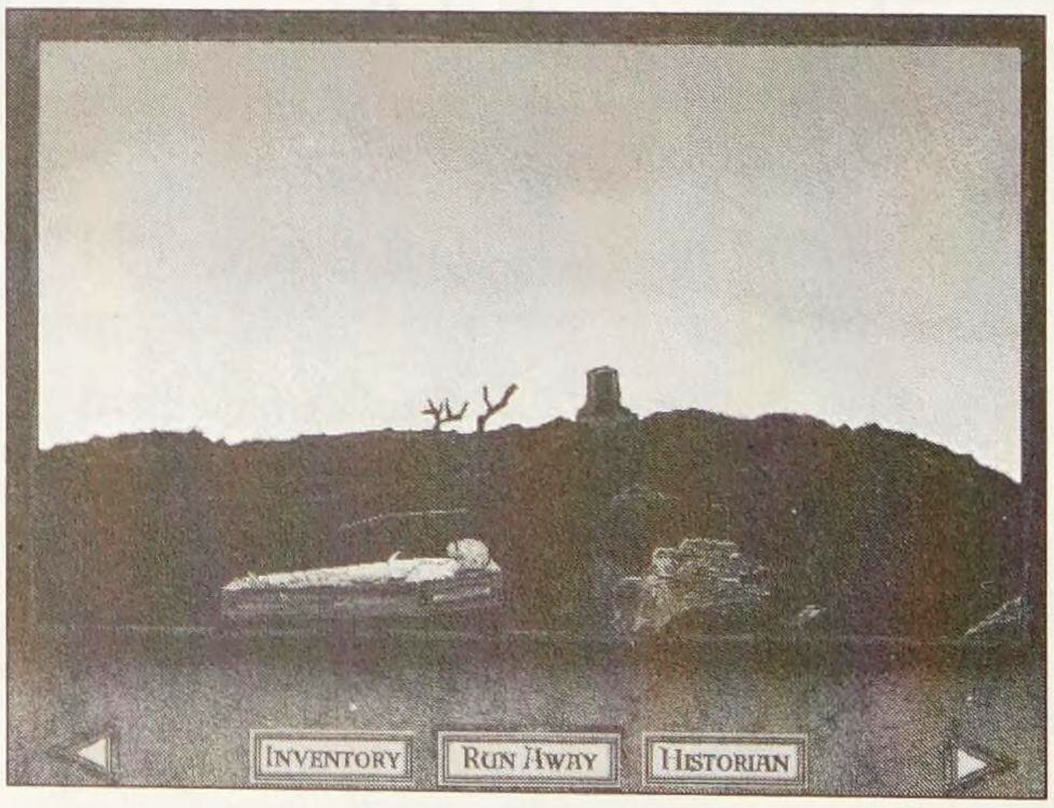
Okay, now comes the tricky stuff. You're still missing some inventory items and you still have to place nine of the items you have in order to put in the ten planks it takes to cross the bridge and get the real Holy Grail. Yes, all the others are fakes.

Why don't you try going back to the locations you've been, to see what you can find on your own? If you get stuck, read the next section. To more easily get to specific places, hit the Escape key and click on a map location. To skip animations and movies you've already seen press the spacebar. *Go, Trigger, go!*

Missing Items

Okay, you tried. Where are the rest of the goodies?

Oh, come on, you call that trying? Oh, well. Zoot's medallion is hidden in God's beard. The dead body is in Plague Village. Click on the leaf near the Black Knight and click on it again to get the



key. Joseph of Aramathea appears in Witch Village. Camelot is in Camelot. *Get along little doggies.*

Bridge Building

What do you do with all this stuff?

Place Huge Tracts of Land on God's sign, Camelot on the cart, the bodice on the naked witch, the Samurai helmet on the head in the Black Knight's tent, the dead body in Camelot's coffin (you'll have to explore Camelot a bit to find the coffin), the wooden rabbit just below Lombard castle's upper left bricks, Zoot's medallion on Zoot's cap, Joseph on his pedestal, and Certain Death in the left hand bottom corner of the bridge scene. *Clippity-clop.*

Miscellany

Now what?

Click on the Bridge Keeper to shoot the bird. Click again and he'll check out your Registration form and ask three questions. Pass and you can walk across the bridge, see a movie and get the Grail.

You are not fat! Why are you told you're too heavy to cross the bridge?

Dump the rest of your inventory into the Plague Village barrel (you won't be able to dump the key or fake grails, so don't worry about it). Spend your gold on shrubbery for the Knights of Ni.

Head 'em up! Move 'em out!

Stonekeep

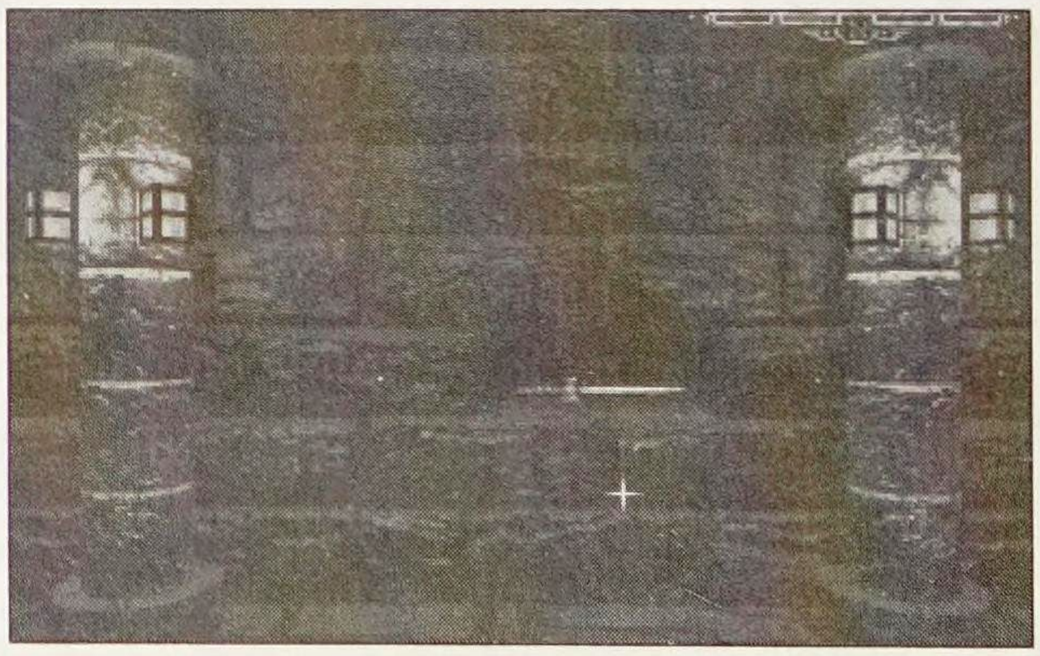
In Interplay's *Stonekeep* you discover an ominous tale through the eyes of Drake, who uncovers scrolls and meets bickering characters while attempting to defeat another foozle to restore the delicate balance of good and evil.

LET'S ALL GET STONED

The deeper you go, the more fun-filled your journey and the better *Stonekeep* gets. The following hints and tips only cover the more difficult puzzles found in the game.

HUNTING FOR THE EASTER EGG

After Thera introduces herself, follow her blue light to the door with a lever on the left wall. Do *not* go through the door. Flip the lever three times (it ends in the down position). Go south once, east twice, and north twice. Face west and move the brick; then operate the bar. Go south once, east twice, and then face north. Move the brick. *Voilà*, the *very sharp knife* you seek is before your eyes.



Find the Magic Journal

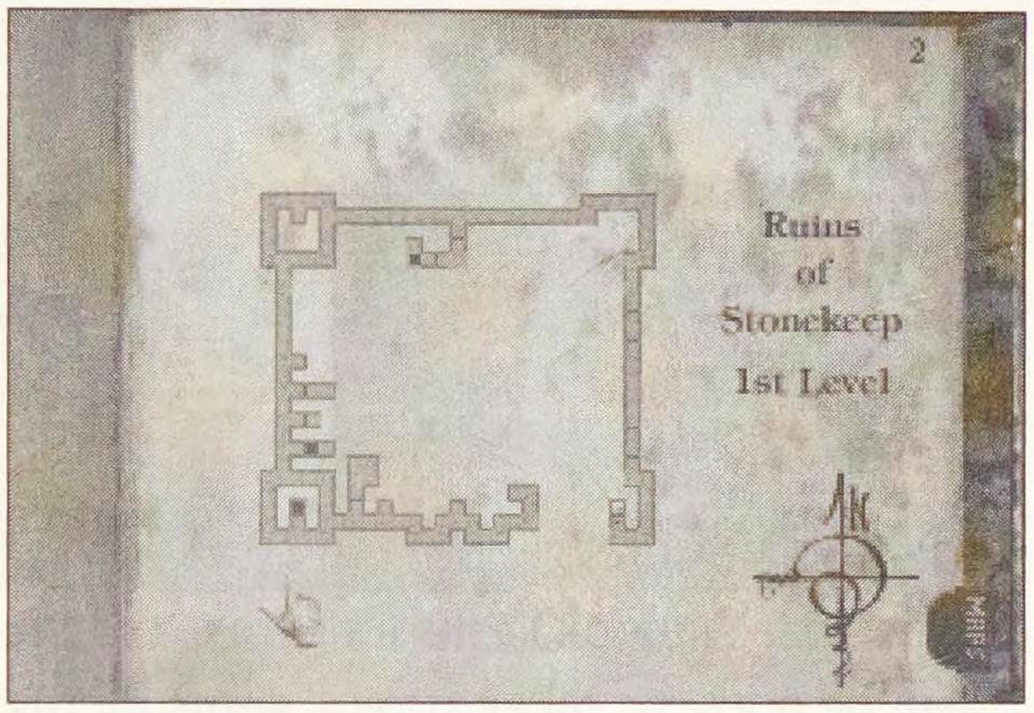
Automapping is available in *Stonekeep*, but Drake (your player character) has to have a magic journal in his possession to use it. Go downstairs, and after meeting the bad

guy, click on the mirror to align it with the direction jewel.

Enter the north hall off the southwest tower square, and open the first room branching off to the east. It has a single Sharga with a brass key that will open many of the other doors on this level. Follow the hallway north until you can go east. Follow this hallway until you find a door to the south. Enter (it's not locked) and turn right. Open the west door. Inside, a single Sharga guards the magic journal. Dispatch the Sharga, and take the journal. Press the Tab key to bring up the current automap.

TIP

Game play speeds up considerably with the aid of the *very sharp knife* Interplay programmers have hidden in the beginning of the game.



The Miraculous Healing Fountain

The healing fountain is in the southeast corner tower. Open the locked door with the brass key. Go up the stairs. Now, turn right (head west), turn right again (head north) past the first hall, and enter the second hall to the west. Go through two doors. *Voilà*, the healing fountain!

Some of the doors can only be opened with the bronze key. It's in the northeast tower—in the room where Drake says, "This could be my room."

Shax Attack

Go back to the room where you found the magic journal. Unlock the south door with the bronze key. Go south to the first hallway heading east, turn east and go to the first door heading south. Open the door with the bronze key, and spin dance with Shax and Gr'thic. To spin dance, press the left or right arrow keys, stabbing monsters repeatedly with the sharp knife.

Pick up the steel key and then pick up the Afri-orb. To use the orb, place it in front of you, making sure there is enough space in front and in back of it. Press the Escape

key and watch the orb project a small map of the area. If it doesn't work for you, then you are not placing it correctly. Try again.

Other First Level Tips

- There are red-handled daggers (which throw a limited number of fire-balls) in a burning fire. Just reach in the fire and pull them out.
- Use the empty bag you find to store rocks. Place the bag in one of Drake's hands, and he'll automatically throw rocks from the sack as you click the mouse button.
- You only need to pick up three skulls and two Sharga swords at the most.

LEVEL TWO AND WAHOOKA, TOO

Go south halfway down the east hall and open the door to the west with the steel key. Go downstairs. Wahooka asks for gems, and then sometimes doesn't show up to take them. When he does, he takes several gems for his (useless) hints.

Remains of a Tusk

Most of the doors (including the sewer doors) open only with the ivory key. To find it, go west two times, open the door, and go south two times, east seven times, north three times, west eight times, south four times, west one time (note that there is a false wall to the north), south six times (note that there is a false wall to the south), east seven times, south two times, east seven times, north eight times, and west one time. Save, then open the door. Kill the green slime and search for the ivory key. If it isn't there, reboot the save and try again.

Use the ivory key on the first locked door south of the ivory key room. Farley (a dwarf) will join your party.

Key to Success

There are a few doors that will only open with the iron key, including the mage's room. To find it from the ivory key room, open the door, go east two times, south eight times, west two times, and then face south. Go through the false wall. Spin dance with the

Kill the green slime and get the ivory key.

three Shargas. Search the bodies for the iron key. You may have to search from different sides.

Go east from the false wall to a north and south hallway to find a healing fountain (south) and a sewer entrance (north).

Arrow Traps and Mana Circles

Follow the directions above for finding the ivory key. However, go through the false wall to the north and then go north two times, west six times, south four times, west one time, south five times, east three times, south seven times, and west down the hall. Place a shield on the floor triggers, and press Escape. Do this twice for each trigger. Pick up all the arrows. They're useful later. Use the iron key to open the mage's room.

Pick up the rune-stick in the room, along with two rune scrolls. One is a healing rune, the other is for fireballs. There is also a green Mana Circle on the floor of the room. It recharges the rune-stick if you stand in the circle with a used stick (less than 25 charges). Practice throwing fireballs and recharging in this room.

Using Magic

To transfer a rune to the journal, just read a rune scroll (click the scroll on Drake's face). The journal will flash when the rune has been transferred. To transfer a rune from the journal to the stick, left or right click (depending on which hand Drake is holding the rune-stick in) the rune in the journal. The rune-stick pops up while the journal rune is activated. Click on the space on the stick where you want the rune to appear.

When healing characters in your party, either use the letter M on the keyboard, or click on the direction jewel in the mirror line to bring up the mirror after you've brought up the rune-stick. Select the healing rune and then the character in the mirror you want to heal.

More Second Level Tips

- The safest way to kill most of the family of snakes in the drain pipe section is with two firebombs. Hurl them from the doorway.
- Along the east-to-west hallway at the southernmost end of the map there is a loose brick with a rune scroll that doubles the strength of other spells when scribed on top of them.
- Along the same hall there are rooms with useful items. Two of the most useful are a water bag (fill it at the healing fountain) and a key chain for old keys.

THE SEWER? SO, WHERE'S ART CARNEY?

Before doing much exploring, drain the sewer and open its moving walls. There is one pipe cylinder down each of the two sewer entrances from level two. Drake complains that he stubbed his toe. Search the water in the preceding square carefully. The cursor turns into a hand icon when you've found something. Screw the cylinders into the colored sockets on level two in the drainpipe section. When you're done, press the buttons.

Meet Mr. Tentacles

After the cylinders have been placed, go down the north sewer entrance. Go north three times, west four times, south four times, west four times, south five times, west one time, south four times, and east two times. Spin dance with Mr. Tentacles, and pick up the dragon statuette he's been carrying. Aim for his body, not his tentacles.

Open a Path to the Sharga Mines

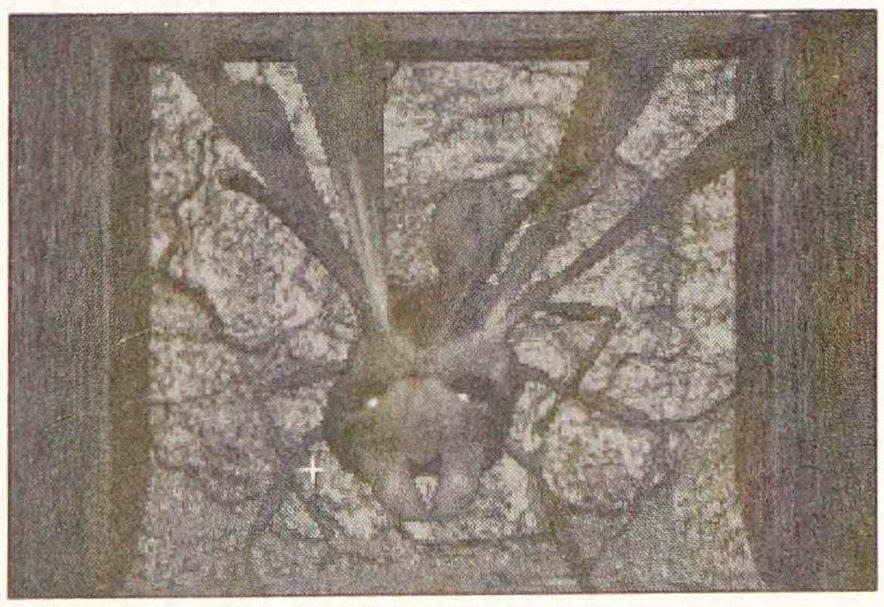
After picking up the statuette, go south one time, east one time, and then go through the wall (you should hear wind blowing through the cracks). Follow the hall upstairs through the door to a pedestal. Place the statuette on the pedestal, and turn around to see the path to the Sharga Mines.

More Sewer Level Tips

- Save before going down the south sewer entrance.
- Explore until you meet Wahooka, who'll ask you to get something for him.
- Return to level two to meet Wahooka again. Give him the three skulls you've been saving, and he'll give you a triangle key that opens a chest nearby in a secret room with an entrance along the west-to-east hallway.
- You'll hear the wind blow at the spot where there is a false wall (you can also use the Afri-orb to see it).
- Down the north sewer entrance, near where you find a cylinder, is a green Mana Circle.

THE MANA CIRCLE IN THE SHARGA MINES

After going downstairs from the dragon pedestal, go west two times and meet Mr. Bug. Leave him alone, and he'll leave you alone. Go north one time, west two times, south one time, west three times, south two times, west two times, south two times, and east two



times. Meet Mr. Mushroom. The plant is harmless, but his screams warn Sharga. Go south two times, and turn west. Push the button. Turn around to see the Mana Circle.

BRINGING IN THE ORBS

TIP

Improve your weapon skills on the Glory Stone at x3, y8.

The rest of this minimalist walk-through covers only the major locations and puzzles of *Stonekeep*. The sections that follow make use of an undocumented feature of *Stonekeep*: the viewing of x and y coordinates. To see them, press Shift + F8.

SHARGA MINES I

The button at x25, y24 opens the room opposite. Inside is a Mana Circle and a Feather-fall Rune. The Silence Rune is in a rubble pile near the chest at x32, y15.

A chest at x5, y19 contains the skull key that opens Karzak's cell at x10, y6. Pick up the Dwarf Pick. It's useful for clearing partially blocked passages. A switch at x2, y27 opens and closes a pit at x4, y27. Inside lies a rune stick (40 charges) and a Translate Rune. There's a ladder out of the pit at x3, y21.

To open the Ettin's chest, cast the Silence spell at the barrels at x17, y27and destroy it. Inside is Aquila's Orb (this heals everyone twice per map) and a throggish key (this looks like a mask). Do not wake George and Stump. They can't be harmed.

The button behind the barrel at x24, y32 opens the room with the hidden Sharga archer (x26, y31).There's a button at x14, y6 that opens the door north. The Sharga Mines II exit is at x14, y3.

SHARGA MINES II

Open the spear gate at x25, y21 by throwing objects at the wall switch. Look in the wall crack at x32, y4 to get past the Sharga guard at x25, y13. The button behind

the barrel at x21, y15 opens the east wall leading to the Potency Meta Rune (use it to increase a rune's power).

It is permissible, but not necessary, to kill Tiny and Big Sharga at x14, y13. The button at x9, y12 opens the west wall. Use the throggish key (mask) to open the door to Entrance to Temple at x2, y10.

Entrance to Temple

A Mana Circle is at x7, y12. A Skeleton Warrior is at x12, y7 (fireballs and a hammer destroy it). The Wahooka appears behind the door at x29, y14. Keep offering junk to him, and eventually he'll accept. The exit to Throggi Temple is at x2, y8.

THROGGI TEMPLE

Pull the switch at x9, y2 (get the wooden dowel from a barrel in the room) to open the door at x8, y7. Touch the frog's ball at x7, y4 with your Rune Staffs to recharge them. Screw the wooden dowel in the small hole at x8, y15 to turn off the fire trap in the flame room. Get the Flame Rune.

Pull the switch down (and all other switches nearby) at x13, y15. Get Dombar out of his cell to the north. Push the button at x12, y5 to open up a wall. Keep opening walls until you find the Throggi statue at x18, y4. Take its red eye (Azrael's Orb) and spear. Its green eye is poisoned.

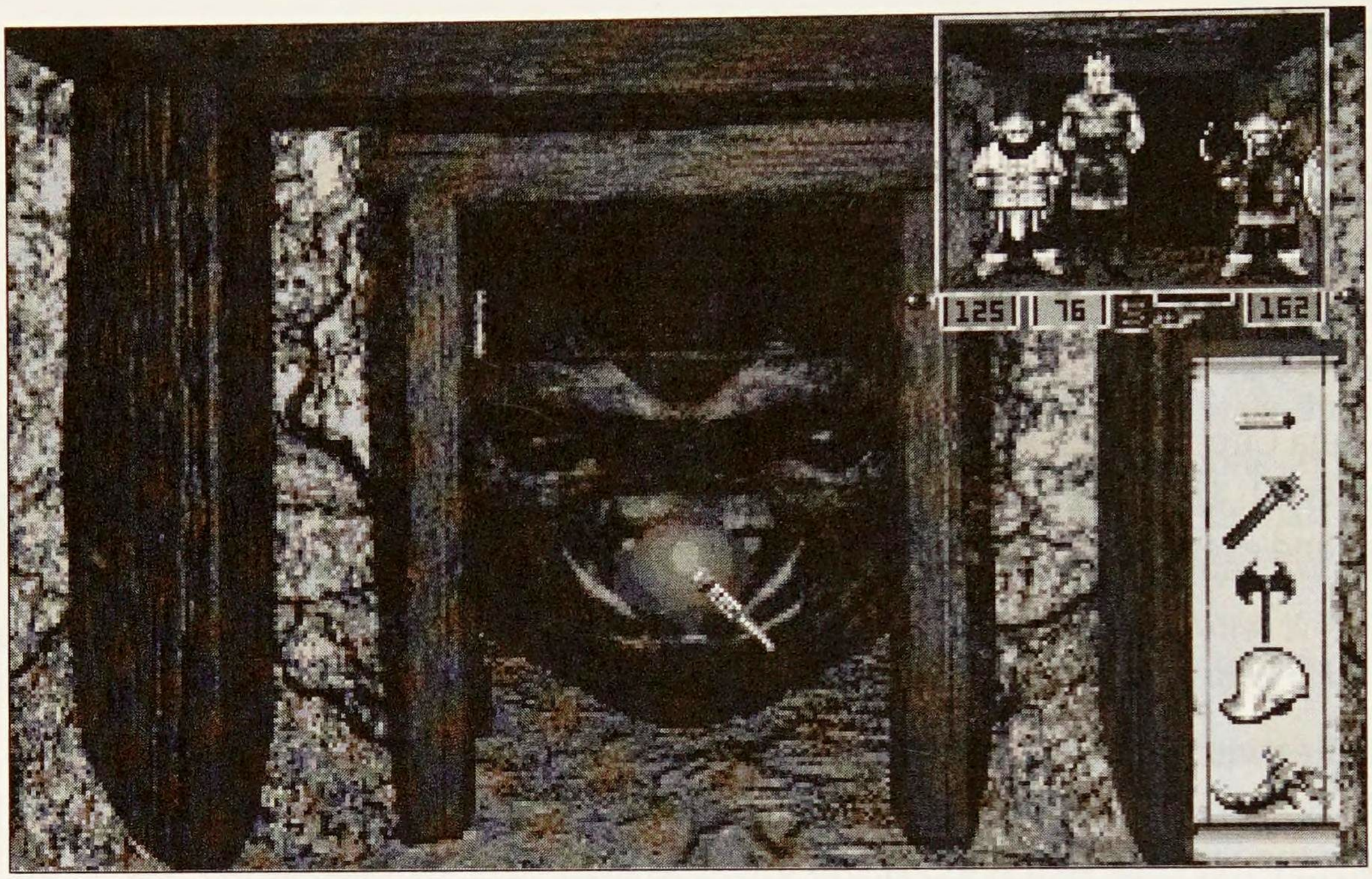
Kill Gorda Karn (the head Shaman) in the room at x23, y5. Take and wear his pendant (it opens up the mask door at x18, y17). Take his Rune Staff, and take the Energy Bolt Rune from the pile of rubble. Get the Shield Rune at x20, y9.

Use the bucket at the well (x25, y14) to get water to douse the fire containing the magical armor ring. Get the Strength and Spoilspell Runes at x27, y26. Give the Mad Shaman (x31, y22) two blue stones for clues.

Pull the timer switch at x20, y28 to open (only briefly) the door at x22, y30. Take the Throg-holding-a-boulder vial. Drink it and then rapidly drink another vial to permanently gain one strength. Screw a wooden dowel in the hole at x31, y28 to reveal the timer switch at x31, y26. Pull it to briefly close the pits.

You do not need to drop down into the pits (cast Feather-fall to do so). They're guarded by three creatures with tentacles and contain only a duplicate of the Feather-fall Rune.

The spear gate (x3, y23) opens automatically if you have Azrael's Orb. The exit to Feeding Grounds I is at x5, y30.



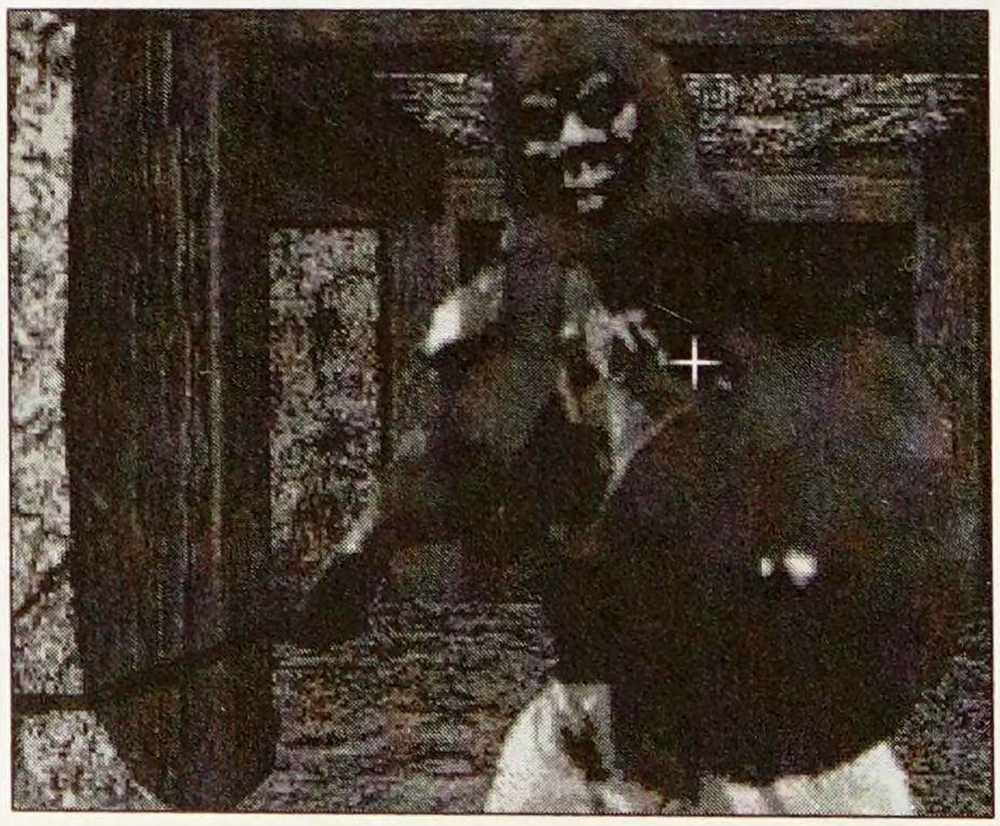
Touch the ball with the Rune Staff to recharge it.

FEEDING GROUNDS I

Quickly go south of the rolling boulder at x19, y15 and duck into the first hallway. Push the button at x20, y32 to open the passage to the Mana Circle at x18, y33. The Circle Rune (the first half of the teleport spell) is at x25, y19. Two pieces of a rock-shooter machine are at x27, y2 and x13, y8. The third (and final) piece is at x6, y21 (which can only be entered through a door on Feeding Grounds II, at x5, y17).

You cannot safely enter the two glyph doors (at x14, y20 or at x25, y26) without a Shaman's feather. The first half of the dragon key and the Scare Rune are at x27, y27. The entrance to the Dwarven Fortress is at x12, y23.

Dead Throgs leave keys at x28, y30 and x12, y17. Use one at x5, y5 to open the door and exit at x7, y3 to Feeding Grounds II.



FEEDING GROUNDS II: THE FIRST HALF

There are dragon leg locks at x7, y7 and at x19, y11. The dragon's head is at x21, y15. Talk to the dragon. A Mana Circle is at x27, y15. The flint rock is at x27, y12. The second half of the dragon lock key is at x25, y24. Get the Shaman's feather at x10, y5, and use it to safely open the glyph doors on Feeding Grounds I (and get the second half of the dragon key).

Do not attack the purple balls. They are faeries. The entrance to the Faerie Realm is at x28, y10. Place one to five primroses (from x27, y20) to enter, but only after exploring the Dwarven Fortress.

Dwarven Fortress

Before entering, save and strip your dwarves of armor and weapons. Do not kill the dwarves. Talk to Torin about the dragon at x1, y19. Take the magic throwing ax and the horn laying on a table in Torin's room. Go to the blacksmith at x2, y8, and get the magic chisel. Return to Feeding Grounds II, and chisel the right side of the flint rock (turn to the right to find the piece). Go back to the Dwarven Fortress, and give the flint to the blacksmith. Also give him the two halves of the dragon key. Improve your weapon skills on the Glory Stone at x3, y8.

The armorer is at x5, y7. He has the key to the armory at x5, y16 but will only give it up if you kill him (don't bother). The library is at x1, y15.

At x16, y3 is a Throg spy in the shape of a dwarf. Kill him. Go through the illusionary wall, and pick up a Tripler Rune and others. There's a healing fountain at x25, y5.

Talk to Torin again and he will assign you to kill the undead creature at x31, y4. Afterwards, Torin will allow you to take the Homing Rune from his treasure chest (talk to him).

To set up a teleport, use the Circle Rune to make a blue circle on the ground. Use the Homing Rune to return to that location. To get back to where you used the Homing Rune, step into the blue circle and use the Homing Rune again.

Go to Karzak's room at x11, y17, and ask him to join you again. Go back to Feeding Grounds II.

FEEDING GROUNDS II: THE SECOND HALF

Release the dragon (unlock the locks). Pick up Skuz at x3, y26. There's a second Mana Circle at x15, y32. The entrance to the Ice Palace is at x5, y27, but don't go there until

you've been to the Faerie Realm. The third piece of the rock shooter is through a door at x5, y17 to Feeding Grounds I (at x6, y21). Give Dombar the three pieces, and he'll give you the rock shooter.

Faerie Realm

Exchange items with various faeries. Sweetie (at x32, y3) wants the Daisy Chain at x11, y11 for a Clover that allows you to see Trolls. At x29, y2 exchange a Stone, Skull, Foxglove, Primrose, Gladiola, and St. John's Wart (x34, y28) for various songs. Exchange a Mushroom for the Quack Rune scroll. Murph at x9, y1 will give you the Slow Rune scroll. Give the fiddle from x5, y2 to Binkle at x4, y5 for his drawers. Pick up a jester's cap and iron spike at x5, y19.

Give Giggle at x17, y11 the Book of Poems, from x35, y8, for a gold key. Give Surly at x13, y18 the Faerie Cake at x5, y2 for a silver key. Snort at x2,y15 needs Wild Thyme at x18, y4, Moss at x18, y7, and an empty Decanter to make a Brew. Take the Brew to Chuckle at x21, y15 for another Jester's Cap. Chuckle at x8, y12 will also exchange the Parchment at x30, y13 and Charcoal at x34, y28 for a Portrait and a Shirt.

Use the gold and silver keys in the snowdrift to open the Queen's Gate. To get past the invisible barrier, place five Primroses, and then travel the circular pathway back to the barrier two times.

The Troll gate is at x25, y17. Winkle at x2, y18 will exchange the Tome at x25, y22 for an Iron Spike. Winkle at x4, y13 will exchange the Drum at x27, y31 for another Jester's Cap. A Horseshoe Medallion is at x27, y25. Wear the Medallion, Drawers, Shirt, and Cap before fighting the Trolls. Place the iron spikes in the same square as the party to prevent Troll attacks. The Invisibility Rune is at x18, y31. A rune-stick is at x14, y27. Search the area near the body of the large, nasty Troll for the Orb of Yothsoggoth.

C

Anvil of Dawn

Anvil of Dawn, a computer role-playing game from New World Computing and Dreamforge, takes only the most devout players through a truly epic voyage to battle a sea of monsters, negotiate a plethora of traps, and collect myriad items to build inventories.

FORGE FEARLESSLY FORWARD

Although by no means can you consider this chapter a complete *strategy guide*, it is nevertheless a quick, no frills tour that provides essential hints and tips for solving the many major puzzles in this fun, single-character, fantasy-role-playing-game. The opening tips are much more detailed than later ones. This is to give you some time to adjust to solving the types of puzzles the game presents. Puzzles involve pressure plates, rolling boulders, wall buttons, switches, and keys to open doors, remove walls, or reveal teleports. You'll find that some walls are illusionary.

TIP

Illusionary walls are easy to find because they always flash.

SELECTING A CHARACTER

Your first task at hand is selecting a character, which is composed of the following four important components:

- *Strength* determines how much weight can be carried.
- *Stamina* determines hit points.
- *Agility* determines fighting ability.
- *Power* determines spell points.

Select the Chinese mage and modify his statistics to four *strength*, four *stamina*, three *agility*, and nine *power*. This gives him 80 hit points, 900 spell points, and the ability to carry 80 kg.

Lack of Malice in the Palace

There are a few wall buttons in the Grand Palace that open doors, but there are no other puzzles and no combat. A treasure chest contains healing potions that restore hit points and Magia plants that restore spell points.

First talk to the Court Magician (select *water* when he offers a choice of spells), the Armorer (select *slashing* when he offers a choice of weapons), and finally Master Azariah. Azariah opens the void gate to Gryphon Keep, and advises you to search for the Mage of the Dark Lantern.

GRYPHON KEEP CONUNDRUMS

Killing Thanes in the basement provides the two keys needed to open the locked gates. The other gates open by stepping on pressure plates or pushing nearby wall switches. Talk to Lord Gryphon (the prisoner) to get his signet ring.

Upstairs, on the main level, follow the hall to the north, killing more Thanes, and pick up an empty sack that is good for carrying stones to put on pressure plates, a helmet, and a key. Go up the stairs to explore the northwest tower. Back on the main level,

follow the hall south past the rolling boulder, go east and then south to find the stairs to explore the southwest tower. Stand on the second pressure plate near the door, and toss a stone onto the first pressure plate. There's a wall button in the room with the tables. When you push it, a path is opened to a chest with a blue draught of Heightened Magic Power. (There's another wall button beside an orange draught of Heightened Mortality in the northeast tower.)

> **TIP**
>
> **Kill all the monsters by freezing them with the Shackles of Ice spell (looks like a snowflake), and then hack them to death with the sword. The Laughing Skull can be avoided by following it and ducking into the next alcove.**

Save and use the draught. Restore and try again if your spell points haven't increased by at least 75. One hundred spell points are possible, but very rare. The orange potion boosts hit points by 1 to 10. Don't leave the southwest tower without the Heavenly Mend spell.

Other items in the Keep include a suit of 10-percent protection armor, a shield, and a broad-bladed spear, which is a better weapon than the sword, that is guarded by an Asian fighter. Step on the two pressure plates along the wall in the northeast tower, and push the wall button to open the way to the draughts for the spells and hit points.

The non-rolling boulder rolls after you push its wall button—go east past the corridor leading to the boulder and turn right after the locked door. The shield is behind the locked door that opens after pushing the boulder's button. The round hole in the wall of the southeast tower takes a coin. It opens a door to a spell point restoration altar.

Along an east-to-west hall in the north is a series of five doors, three of which need keys, with the eastern-most door opening only after the pressure plates in the next room are weighted down with stones. Push the two large stone blocks onto nearby pressure plates. One opens a door east that leads to the exit outside. The other opens the gate leading to the stairs to the southeast tower.

Outside (one giant step forward), Parsifal waits to the right. He'll give you directions to the Dark Lantern. Go east. He'll also give you a bag of coins after you've given him the signet ring (a dialog choice).

DARK LANTERN DIRECTIVES

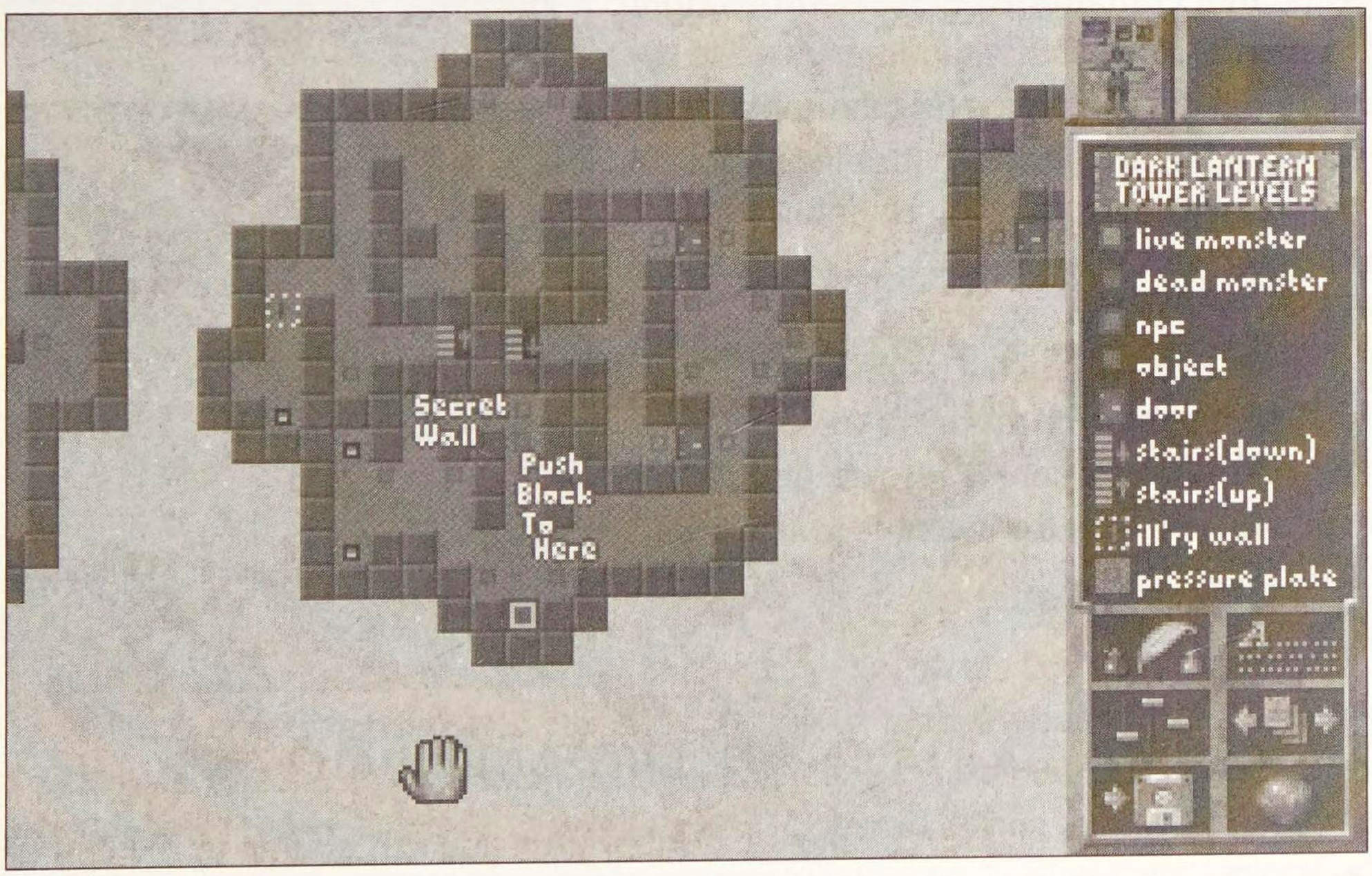
Cast Heavenly Mend to restore the bridge and then enter the first level of the Dark Lantern. Put stones on the two pressure plates in the first room to vanish the teleport and open the gate. Flip all switches as you find them; they should all end up in the

down position. Push the square boulder onto a nearby pressure plate. Go through the flashing wall, and then go upstairs to level two.

Explore and gather stones. Then go to the south section. A wall opens and closes periodically. Enter and stand on the second pressure plate, and weight the first plate to the north with stones. Push the large block south through the now-open wall to the southern-most pressure plate. In the east section, weight down the plate with a magic block. Put it in the character's hand, then click on the hand holding the block in the main screen to open the gate in the west section.

Now go north. A switch in the north section moves the boulder to the northern-most pressure plate. Enter the west section and go south. Follow the hallway and go through the false (flashing) wall. Flip the switch to turn off the spinner. Then go upstairs to level three.

Flip a switch to the south. Go to the room with the rolling boulders, and enter the next room when the door opens. Flip all the switches in the room, and enter the next room. Turn to the right and take out the scroll from the treasure chest and read it. Pick up the yellow globe and place it in the fish's mouth. Talk to the dead Mage of the Dark Lantern. There is a sword in the locked room next to the Mage's. The key is in a chest through a flashing wall near a pressure plate that opens the path to the wall and a



Note the new location of the block.

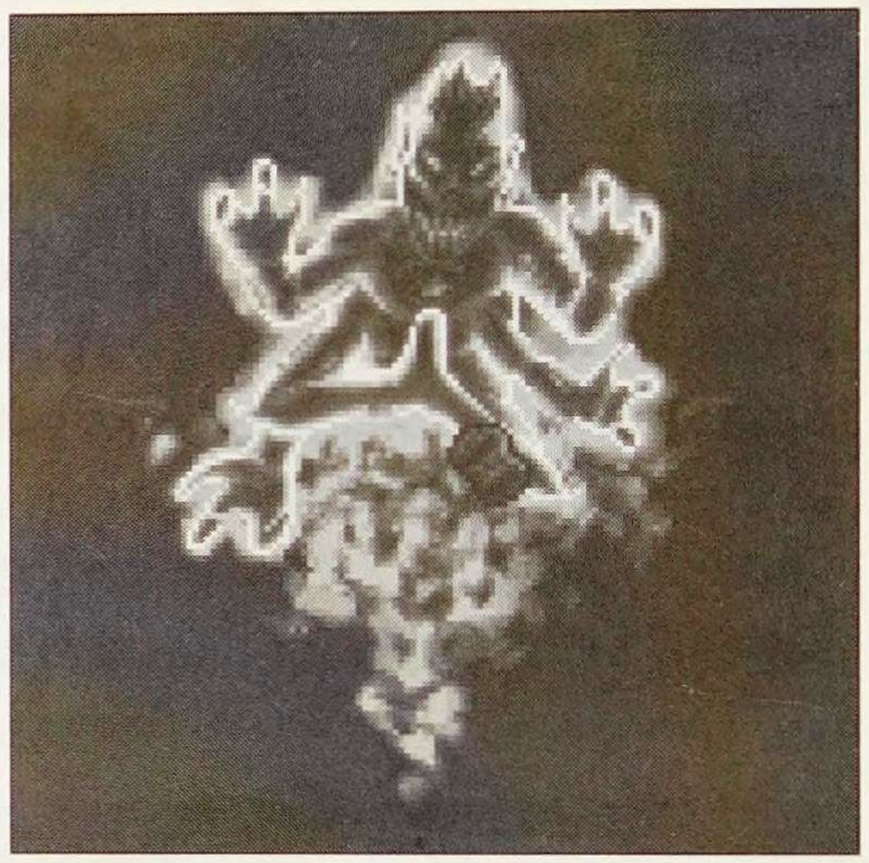
teleporter. Take the teleporter to level one and enter the basement.

To get the seashell, go north and then east along Boulder alley. Duck in recesses to avoid the boulder. Continue heading east and ducking in recesses to avoid the Iron Fist. The eastern-most recess has a pressure plate and a wall switch. Step on the plate and then flip the switch to open a gate nearby to the north. Enter that gate and take the first left and go west. Kill the dragon bird, go through the false wall, and kill all the dragon birds in the large room. The center chest along the west wall has the seashell.

Enter the teleporters twice to find the Ash and Cinders spell in a chest. Near the northern gate in Iron Fist alley there is a pressure plate in front of a southern recess. Step on the pressure plate to activate a teleporter in the recess. Dash for the teleporter.

This area contains 20-percent protection armor and the Horn of Summoning, guarded by rolling boulders. Take the teleporter more than once and end up in the area with the lamp.

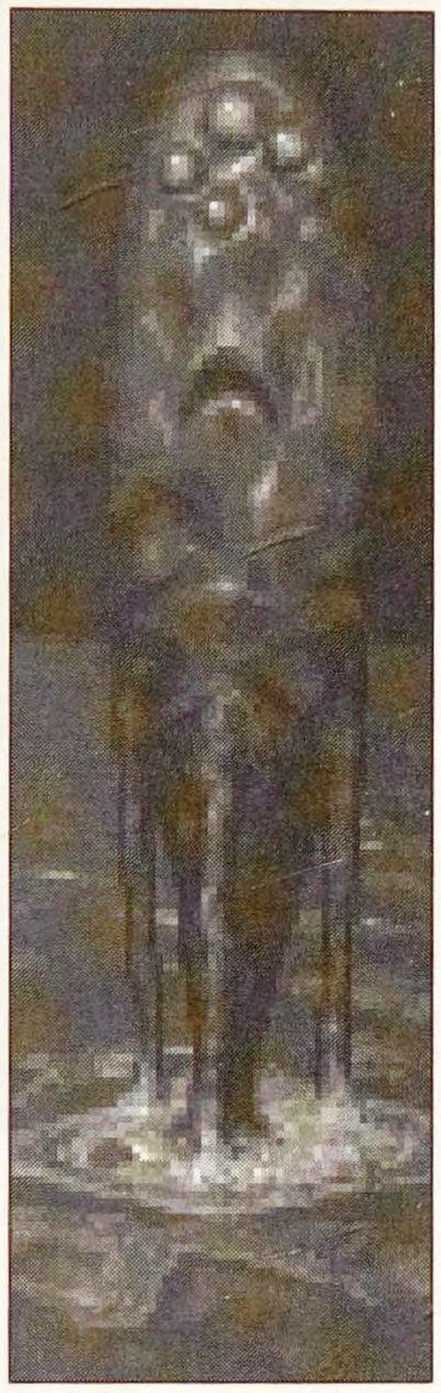
Now place the Horn of Summoning and the lamp in your hero's hands, and click on the Horn to release the creature guarding the southern half. The southern half of the basement contains a shackled creature who teaches a void spell, the Cloak of Darkness. There is also an orange hit point potion, and a spell or two: the Iron Fist and the Gale. Move the large block off the pressure plate to open a gate.



UNDERWATER LABYRINTH LOLLAPALOOZAS

Back on the Lantern's first level, take the northern outside exit and go to the end of the dock, where you can see the masts of the sunken ship. Place the seashell in hand

and click on it to summon the elemental. You should get weapon and magic level raises by now. If so, select slashing and water.



An outside hallway runs around a square. Starting at the southeast corner, go north, and explore all the halls and rooms that branch to the west. The tentacle creatures can poison you, but not if you freeze and hack them first. If you do get poisoned, use a poison cure potion.

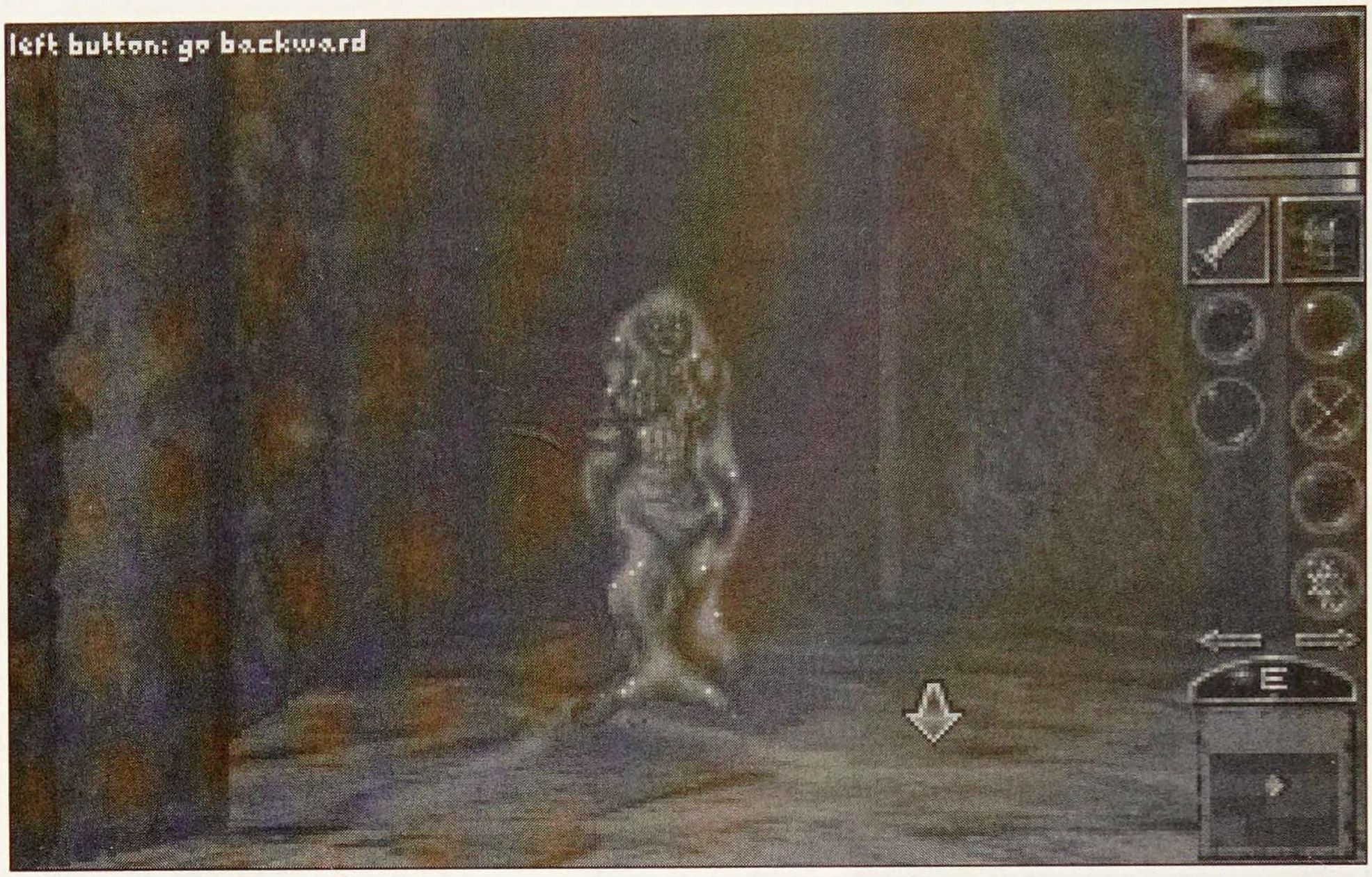
Along the north-to-south hall on the east side, the most important items (besides the poison cures) are the Aegis shield, a pearl, a Laughing Skull spell, and a Soul Link. Use the Soul Link before talking to the Lady of the Sea in the north along the east-to-west hall. She teaches the Innate Weakness spell. Collect eight pearls before entering the center of the square; begin on the northwest side, past the boulders in the north. Put the pearls in the round holes. They open the eight gates to the center where you ride the teleporters to get a ninth pearl. Use it on the last hole near the two teleporters. The first teleporter vanishes, and the second takes you to the very center of the maze where there is a teleporter to take you to the Sunken Ship entrance.

Other items to find are the Reflection spell, a small chest to put things in, and a Power Amulet, although using the Agility Amulet is still recommended. Some treasure chests have more than one item; be careful not to miss anything.

Sunken Ship Surprises

The eastern-most room (the stern) of the Sunken Galley contains the octopus-like demon who wants eight undead sailors' hearts. Ugh! But in exchange, he'll tell of the eight items required to build the Coffer needed to defeat the Warlord: Dragon Amber, Bead of Immortal Clay, Wicked Tree Wood, Soul of the Ivory Prince, Tears of the Moon Oracle, Iron Shackles, and the Heartstone.

When pulled, anchor switches open first level doors. Two first level doors are opened by a pressure plate between them. Put a bag of rocks on it to enter the opposite door. Both rooms have a teleporter, a wall switch, and two pebbles on the floor. Get the pebbles, pull the switch, enter the teleporter, and put a pebble on each pressure plate. Then teleport to the hall. You can now get into the remaining four rooms on the first level. Hang on to the Wyvern's blood; it casts a Skin of Stone spell needed during the end of the game.



Without a Soul Link, you want to avoid the Lady of the Sea.

Upstairs is an illusionary wall near the area where a rolling rock is standing. Enter and throw the switch, opening up a hidden room to the far east. Midship, push the four blocks onto the four plates in each corner. This opens a door to the north that leads to the Captain's Quarters.

Step on the pressure plate in the Captain's Quarters. A wall to the north opens. Go into the south room, and pull the wall switch. Do the same in the north room, and a west wall will start to open and close. Enter and exchange your mail for the shell armor.

After you have exchanged hearts for information from the demon, go back to the Water Labyrinth and use the exit in the northeast corner to get to the Underground City.

THOSE UNDERGROUND CITY BLUES

There are two levels in the Underground City: a huge main level and a small mine level that has the Heartstone. The Sol Disc and Trumpet of Earthen Quake are on the first level.

Use the Stone Ankh with the object hole. Go to the northeast door and throw the wall switch. Enter and step on and off the pressure plate four times to open the other doors.

Talk to the sleepy Imp and then leave the room, shutting the door. Now, without entering the room again, step on the plate and open the door. Use the Temporal

Hourglass to stop time. Enter the room and you should see the Imp sleeping with a thought bubble over his head. Wait for the time spell to wear off, and you will learn the spell of Fire Haven.

Slightly west of the south exit is a house with two closed doors and a stone block. Destroy the block with your sword and the doors will open. Before entering the mines, talk to the little girl on level one. Use the Heavenly Mend spell to clear the rubble in the mines. Talk to the miner and he will give you a tool to help you find the Heartstone.

Up the Elder Tree

Take the north stairs out of the Underground City. Use the trumpet of Earthen Quake at the big rock to enter the Land of Roots.

Go to the east teleporter. It takes you to one of several floors in the Elder Tree. On the fourth floor there is a pressure plate. The Earthen Rot Spell is inside a chest behind a wall here. The Tree Spirit gives you the Hallowed Staff of Elder Wood, which is needed to heal the seven blackened roots in the Land of Roots. Take the staff in hand to heal the roots with a heal spell or for a 100-percent benefit in healing yourself.

Exchange the Shell for Banded Ironroot Armor when you find it. It decreases the cost of casting earth spells, such as the Iron Fist of Chaos, by 50 percent. The Guardian, who is disguised as a purple stone, knows the secret name of the Amber Dragon of Earthen Light. Find the ruby shard and then take the west teleport to the dragon's domain. Place the ruby shard in the hole, take the stasis jar, and call out the Dragon's name. Gather the dragon's tears with the stasis jar.

Return to the Underground City and take the west stairs. Ianmyrth, one of the four adventurers who set out before you, is near the exit and available for a chat for those not playing that particular character. The Barrier is straight ahead. On the way, in the ruined building, trade with the Trader. He takes Gold Talons in exchange for items—some are worthwhile, some are not.

Crossing the Barrier

Develop higher magic skills by frequently casting Iron Fist spells and applying the skill points to Earth spells. Avoid battling the Baboons, and find a chest with a mummified hand in the northwest quadrant. Then explore the hall south of the central spinner, and use the hand to rescue the Baboon King. One of the King's treasures is the Spring Equinox Disc.

Place magic stone blocks on the pressure plates in all four corners of the Barrier. The way to the southwest corner is through a secret door and a series of teleports. Once the corner plates are weighted down, open the four ivory key doors, and push the buttons behind them. They open the doors to the west exit.

Moon Shadows

From the Barrier go straight ahead. Look left and right. Head for the Temple of the Moon silhouette when you see it. There are three levels to explore. The last is where the Oracle hangs out. Pick up the reed hat of the messenger. It provides as much armor protection (10 percent) as any other helm, plus it allows you to translate coded messages.

To open the doors on the third level you'll need five Gold Talons, and two Iron Marks. There are also three Soul Houses, two needed in the City of Dead, six blank parchments for the Quill, and a Sacred Sipher for the Oracle's tears.

On the west side of level one is a large room with two seemingly smaller rooms with no entrances. A wall switch in the south opens the southern room. Weigh down one of the pressure plates within to open the northern-most room. Weigh down its pressure plate to reveal a secret room to the west.

The doors on the second level are opened by wall switches that are cross-shaped. A sixth Gold Talon placed in the object hole of the first Gold Talon door opens a nearby secret treasure room. Pick up the Sacred Sipher with the mouse cursor, and use it on the Oracle's tears to gather them.

THINGS TO DO IN ANVIL WHEN YOU'RE DEAD

The entrance to the City of the Dead is in the southeast corner of the Temple of the Moon. Inside are many Tormented Souls who like to strike from a distance with their deadly arrows. Run towards them to freeze and hack them before they kill you.

The City has several stairs down to various sections in the basement. After meeting (but not capturing) the soul of the Ivory Prince on the first level, or taking his Ivory armor, take the stairs down in the northeast and capture the Evil Spirit. Now you can freely talk to the Female Ghost. Do not capture her—bad will things happen.

Now that she is free, you can talk to the Ivory Prince, and he will almost volunteer to be captured in your Soul House. It's safe to wear the Prince's armor now, but trust me, the Banded Ironroot Armor is better for you. Leave the Ivory Armor alone.

There is a northern exit to the outside of level one, where Nalu, the Amazon who is another of the five adventurers, grieves the death of Foxwen, the blonde Warrior-Maid.

He is disenchanted with the adventure and gives you the Fall Equinox Disc—but only if you're playing a male character; otherwise, the Disc is elsewhere in the City dungeons. The stairs down to the Moon Disc chest are in the southeast section of level one.

Fleeing to Sanctuary

Turn right after crossing the bridge outside of the Temple of the Moon. There is a cave behind the waterfall straight ahead. A magician inside the cave will teach you another spell.

Go back to the Temple, and go straight south as far as you can. Turn west, and go as far as you can go. Turn south to find the Forest Healer (lurking behind the stones). Talk to him and he'll come out of hiding and give you the Hallowed Wreath of Elder Leaves. He'll also heal you if you need it.

Place the four discs in the four altars surrounding the Eye of Clay. Place the Sol disc in the east altar, the Moon disc in the west altar, the Spring Equinox disc in the south altar, and the Fall Equinox disc in the north altar. Step into the center of the Eye of Clay, and flee (or fly) to Sanctuary.

Use the teleporters to find the six Dragon Sigils: Void, Fire, Lightning, Wind, Water, and Earth. Place them in the southern entrance room wall slots—most look like picture frames—to open the doors to the north. The Clay Monk in the Council room has the Bead of Immortal Clay. Keep the spear Steel Ripper when you find it.

Gorged in Gorge Keep

After exiting Sanctuary, go back to the Temple of the Moon, turn right as if you are going to the cave behind the waterfall, but continue past it and cross the bridge to Gorge Keep. The first room is an anti-magic zone filled with Slog Riders. It is just barely possible for Brice to survive the battle with the first three Slog Riders without healing potions, but you may need some healing potions during the battle. Quickly get out of the anti-magic zone by going left or right. The Steel Ripper is particularly valuable here. It causes 4d40 damage when thrown and can dispatch a Slog Rider with a distant throw.

A room off the east hall has a soldier encased in a block of ice (shiver) who needs a burning ember placed near him; get the ember from a chest in the west hall. Come back later when he's thawed out a bit, and he'll give you a crest to open the door to the portcullis crank room. Use the wooden crank shaft on the gear (three clicks). There are three wall switches nearby that turn off the spinners in the center hall. The Iron Titan is just over the bridge from there.

The Reed Plain (An Alternate Route)

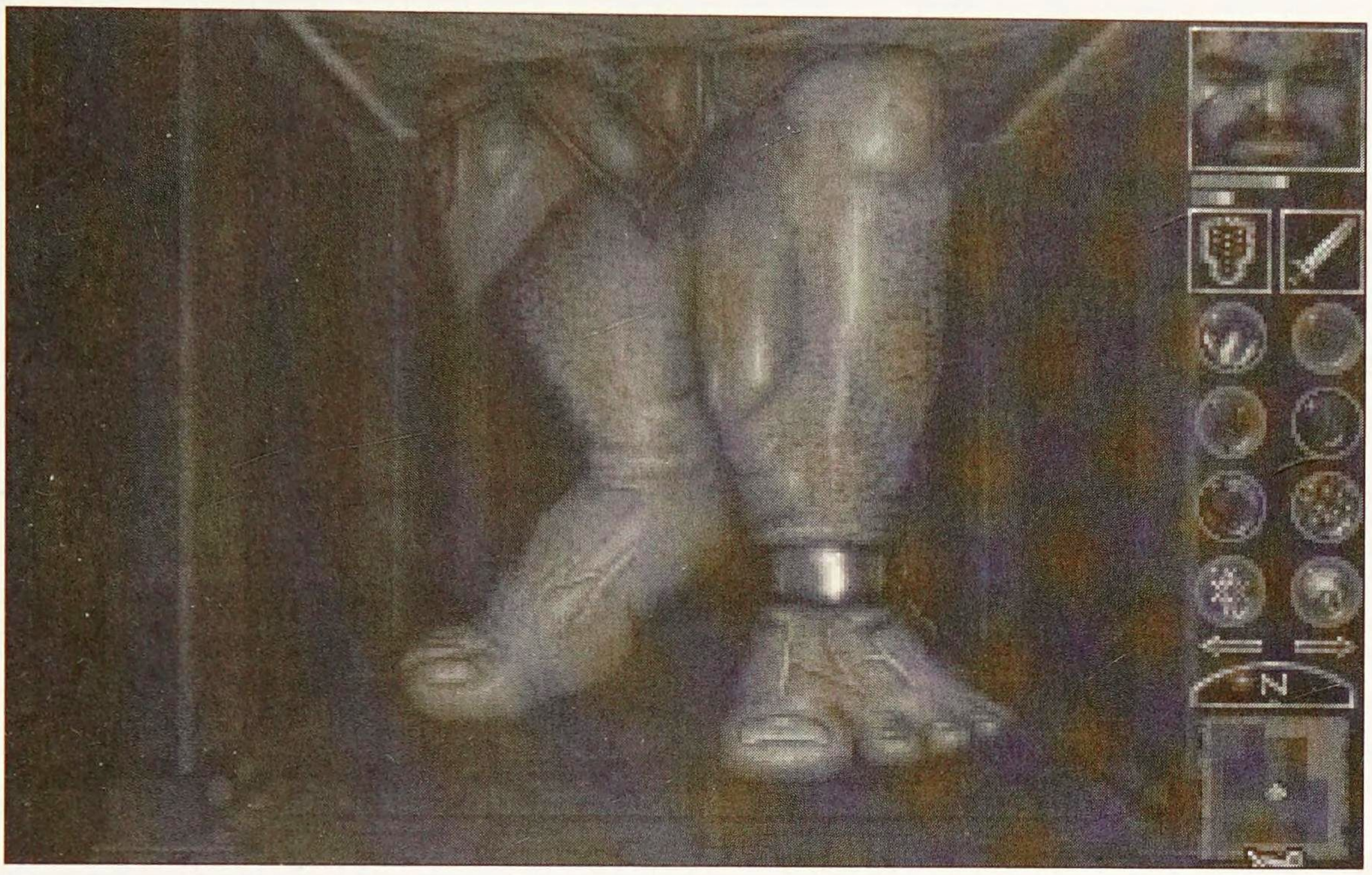
Another longer but less difficult path to the Iron Titan is through the Barrier and Underground City, and up the top of the Elder Tree—you *have* healed all the roots, haven't you? Cross to the Reed Plain. There is one spell in a chest in the Reed Plain, but nothing else worthwhile. Pick up one of the Skaracs, and use it to frighten the dumb head of the Two-Headed Giant guarding the bridge.

Shrinking the Titan

A giant fills the center of this three-story building. The giant's head fills the center hallway of the first level and will have to be shrunk for you to get by. A black cube of magic immersion will do that, once the anti-magic zone guarding the head has been turned off. To do this flip a wall switch elsewhere on the level. The same technique works for the giant's torso on the second level and his feet on the third. After shrinking his feet you should automatically have his iron shackles and another item for your coffer, also known as Thews of Iron, on your cursor. Yechhh! Shake them off into your inventory.

Don't be afraid of the pits. Jumping down some of them may be the best way to find all the stairs. One particular set of pits in a southwest corner hallway flashes on and off. Time your steps to reach a series of teleporters that lead to pressure plates that open the doors in the northeast corner. A treasure chest there has the sword Whirlwind. Exchange it for the heavy thing you're carrying now. There's a scroll with the soul-link spell in the Iron Titan, too.

On the first level, pushing the stone blocks onto the four pressure plates triggers teleporters. Use all four to find the pressure plates that open and close pits.



Shrink the giant's head, torso, and feet on the first, second, and third levels, respectively.

QUEASY IN THE QUAGMIRE

A messenger drops the Whistle of Fiery Beckons after you kill him in the foggy mires. The Whistle is easy to miss, so keep a sharp eye out for it. You first need to find nine Gold Talons in the Quagmire, and use them to free the best sword in the game, SoulWrought. Three go in one object hole, six in the other. After you have the sword, use it to get a piece of wood from the Wicked Tree. Now you should have all the ingredients required to build a coffer.

Find the Chimes of Comprehension and use them on the Wind Elemental. She teaches the levitate spell (Dance upon the Stones of Wind), which is quite useful to get over the many pits in the Evil Stronghold and Fire Mountain.

The Chimes are in a chest behind some movable walls in the northwest corner of the Quagmire. In the northeast corner is the exit out of the swamp. Go up the stairs and use the Whistle to get a hot ride to the Evil Stronghold.

Shortcut through the Evil Stronghold

Don't waste any time exploring. You'll be back. Turn right the first chance you get and open the door with the gold key dropped in the first battle. Use the teleporter to get to the exit leading to Fire Mountain.

FIRE MOUNTAIN FANTASIES

In the depths of Fire Mountain (second level) is the Black Gnarl. He automatically builds and hands you the Coffer after you talk to him if you have Amber, Tears, Wood, Soul, Heartstone, Clay, and Shackles in your inventory.

Before you go down to the depths, however, you'll need a little fire protection. There's a Sigil of Fire amulet in a chest on the first level, which is accessible only by a teleporter guarded by a spinner on both sides of an open pit. The Fiery Jazerant Armor and Helm will also work.

The stairs down are behind a series of four doors that only open by depositing Iron Marks in their object holes; one Mark is in a chest behind the first two Iron Mark doors.

Four doors guard the Black Gnarl's shop in the center of level two. Weigh down one of the four pressure plates to open one of the doors. After you have the Coffer and you're back on level one, exchange the Jazerant for the Root Armor again. Go back to the Evil Stronghold. Don't leave Fire Mountain without the Scroll with the Words of Opening.

Picking up the Slag in the Stronghold

The entrance to the Evil Stronghold is on the second floor. So why do you need the Coffer? To contain the evil, poisonous Dark Slag that empowers the Warlord's magic. The Coffer is on the fifth floor of the Stronghold, guarded by the Castellan, who, when you find him, disposes of Dagonoth, the Mireluck, and the next to last of the five adventurers. Now you are the only adventurer left who can destroy the Warlord. The fate of the country is in your big paws. When you're armed with SoulWrought, the Castellan is no match for you, at least. Invincible armor, ha!

BUMPING NOSES ON THE WAY TO THE ANVIL OF DAWN

After you've put the Slag in the Coffer, go back to Fire Mountain and this time exit from the other end of the long hall. The entrance to the Anvil of Dawn is guarded by the Ice

Guardian who has a problem pulling the chain that opens the gate. His problem is that he has no hands. Oh, my. Yes, Virginia, you *can* solve that problem with the Heavenly Mend of Unseen Artisans spell.

Once inside, your objective is to open the door directly opposite of the one you came in. You will need to place a Silver Chalice in the door's object hole. The Chalice is through an exit to the left of the center door. To the right is the entrance to a series of false walls, pressure plates, and teleports leading to a clock-shaped room. Weigh down the bottom (six o'clock) pressure plate and then circle the room clockwise to find the teleport back to the entrance room.

Unfortunately, all of the entrance room exits are blocked by invisible walls. Only after fiddling with wall switches and weighing down the center pressure plate can you remove some of the walls guarding the right and left exits. The center exit is accessible only after you've toured the clock room.

The Ice Worms are easily killed from a distance with the spear, Steel Ripper. But, if you should have to fight them up close and personal, cast Granite Ward of Tempered Skin or use the Wyvern's Blood.

The Ultimate Sacrifice

After exiting the entrance room through the center, travel to the shores of the Anvil of Dawn, a gaping pit to your right. To your left is the evil Warlord who offers a partnership in power and evil for the Slag.

There are four possible ways to end the game:

- First, agree to the Warlord's offer and be slain (you can't trust him).
- Second, throw the Coffer in the pit and be slain (he retrieves the Slag).
- Third, jump in the pit knowing you've saved Tempest with your ultimate sacrifice (the Warlord's power is destroyed but no one knows your name).
- Fourth, wear the Hallowed Wreath of Elder Leaves, and cast a Soul Link spell before jumping in the pit. This destroys the Dark Slag and resurrects you within the Grand Palace where you are honored as the victor that you are.

No, you don't marry the prince or princess, but for what it's worth anyway, congratulations! You've won the game!

10

Dungeon Master 2

In Interplay's *Dungeon Master 2: The Legend of Skullkeep* you assume the role of Torham Zed—although you are entitled to change any character's name in this game—who must outwit the evil creatures who have taken over Skullkeep and who are threatening to take over the world. The challenge is to find four key pieces to open Skullkeep, destroy the creatures, and control the Zol link, a machine that connects to evil worlds.

THE LEGEND OF SKULLKEEP

Most of the monsters in this game can be killed with 6th level fireballs. Develop that skill by first practicing FUL (Firelight or Torch spell) at every strength level and then FUL IR (Fireball). Continue practicing each character's wizard skills, but don't neglect their ninja, weapon, and priest skills.

SMART MONSTERS AND STUPID COMPANIONS

The monsters you face in your search for the keys are (in order of appearance) intelligent Globs, Worms, Bats, Stegosaurs, Whirlwinds, Skeletal Specters, Mummies, Skeletons, and attack Minions.

A monster that is in the same square you are cannot be hurt. Cast the spell, or swing a sword, when they are one square away.

The Specters, Tornadoes, and Skeletal Specters can only be killed with DES EW (Harm Non-Material Being). Your party is faster than

CD-ROM

Check out the CD-ROM included in this book for the demo version of *Dungeon Master 2*.

Stegosaurs and Whirlwinds and can run by them. However, Stegosaur steaks are most filling. Yum!

Do not carry weapons when facing the greedy Dwarves and Giants. They'll just steal them. Instead, use a combination of fireballs and bare-handed punches or kicks against them. Offer the wolves a bone.

Spells 'R Us

Casting spells involves selecting magic syllables. There are four groupings. The first grouping is for the six different degrees of power. In the beginning of the game you will only be able to effectively cast power level one spells (LO). The spells listed below do not include the power level syllable because it is arbitrary. Select a power syllable first before selecting any of the others. The numbers in parentheses indicate the position (from left to right) of the syllable in the six-syllable charts.

The Party Shield spell is	YA IR (1, 4)
The Spell Shield spell is	YA IR DAIN (1, 4, and 3)
The Aura of Strength spell is	OH EW KU (3, 2, and 1)
The Aura of Dexterity spell is	OH EW ROS (3, 2, and 2)
The Aura of Vitality spell is	OH EW NETA (3, 2, and 3)
The Fire Shield spell is	FUL BRO NETA (4, 5, and 3)
The Darkness spell is	DES IR SAR (5, 4, and 6)
The Porter Minion spell is	ZO EW ROS (6, 2, and 2)
The Reflector spell is	ZO BRO ROS (6, 5, and 2)
The Guard Minion spell is	ZO EW NETA (6, 2, and 4)
The Magic Marker spell is	YA EW (1, 2)
The Poison Cloud spell is	OH VEN (3, 1)
The Invisibility spell is	OH EW SAR (3, 2, and 6)

(Continued on next page)

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The Push spell is	OH KATH KU (3, 3, and 1)
The Pull spell is	OH KATH ROS (3, 3, and 2)
The Lightning Bolt spell is	OH KATH RA (3, 3, and 5)
The Accelerate Party spell is	OH IR ROS (3, 4, and 2)
The Daylight spell is	OH IR RA (3, 4, and 5)
The Firelight spell is	FUL (4)
The Fireball spell is	FUL IR (4, 4)
The Poison Foe spell is	DES VEN (5, 1)
The Harm Non-Material spell is	DES EW (5, 2)
The Open Door spell is	ZO (6)
The Attack Minion spell is	ZO EW KU (6, 2, and 1)

The following potions must be created by priests with an empty flask in hand. These potions must then be ingested.

The Stamina potion is	YA (1)
The Health potion is	VI (2)
The Cure Poison potion is	VI BRO (2, 5)
The Mana potion is	ZO BRO RA (6, 5, and 5)
The Strength potion is	FUL BRO KU (4, 5, and 1)
The Dexterity potion is	OH BRO ROS (3, 5, and 2)
The Vitality potion is	YA BRO NETA (1, 5, and 4)
The Wisdom potion is	YA BRO DAIN (1, 5, and 3)
The Shield potion is	YA BRO (1, 5)

IS THAT SKULLKEEP?

Besides the barracks, the home area contains four shops, an outdoor fountain, and a teleport (unusable without a Techshield). There is also a pylon and a gate to the other areas. The Sun key (right arrow) from the food shop has to be inserted in the pylon to unlock the gate.

Once the gate is opened, turn left past the gate and go straight ahead through a tree arbor. Turn right at the stone pylon and go straight through Skullkeep's foyer. The inner door is opened by inserting four blue clan keys in the round key recess. The clan keys are found in various sectors near Skullkeep.

The first clan key is on a round stone table in the land of Whirlwinds along with a Magic Map and the Lightning key. Instead of going straight ahead to Skullkeep, turn left, and go through an arbor to enter the land of Stegosaurs. The land of Whirlwinds has an arbor entrance there.

The Lightning key opens the gate opposite the Bat Cave, just outside of the arbor leading to the Stegosaurs. Here in the land of Dwarves, you will find an arbor entrance to the land of Wolves (east and then north of the teleport) where the second clan key, a Scout map, and the Moon key can be found on a stone table.

The Moon key opens a gate in the land of Dwarves leading to a transport, a gate requiring the IR key and the arbor entrance to the land of Giants. There you'll find the third clan key and the IR key on a stone table.

HOW MUCH FOR THE KEY ON THE TABLE?

The IR key opens the gate to an area with an armor entrance, which in turn leads to a Cemetery gate. The Cemetery is guarded by Specters. There is an opening in the fence that leads through some vicious trees to a castle back entrance.

After entering the building, hug the right wall and look for a button. It opens a recess hiding the FUL key. Take the key and turn around. You'll see the stairs to the basement. Sidestep one square right and go straight down the stairs. Destroy the two Skeletal Specters.

Go back upstairs and save just before entering the moving trap room. Use the Scout Map to safely move around. Click on the map's Scout Minion icon (upper right-hand corner), and then click on the square in front of your party on the map. Quickly move your party into that square. The moving traps cannot enter the same square as the huge eyeball.

The FUL key opens a door in the right wall. There you'll find a key that will open the center door. The hallway of the right wall room has several floor triggers, each of which releases a Mummy. You can either kill them individually, or run all the way to the end of the hall, enter the room, turn around, and kill the Mummies by closing the door on them a few times.

The center room contains a round wooden table with the clan piece on it. Think of it as a trading table in one of the stores. Place a copper coin on it and a ghost will materialize, turning the table to take the coin. The left wall contains a hallway leading outside and back to Skullkeep.

FINDING YOUR WAY AROUND RODEO DRIVE

A trick for selling more than one item to a shopkeeper is to place the trunk on the table, and then add as many items as you want to sell. Remove the trunk to allow the table to revolve.

The sword Excsymer is the best weapon you can buy at home base. It increases Mana as well. Buy the two sets of Fire Poleyn armor when you have the money. They raise a character's strength stat, allowing it to carry more weight. The Techelm raises wisdom, making your spell casters more effective.

You need a Techshield to use the transport squares (stand on a square, click the shield icon, and you will be transported back to home base). There is one for free beside the transport square in the Land of Dwarves.

Buy a Vorax or two near the land of Giants through an arbor exit near the stone table. Search the area for the entrance to the shop.

There is a magic store through an exit near the red fountains outside of the moving pit area. Here you'll find items such as an Emerald Staff which raises Mana and has a heal spell.

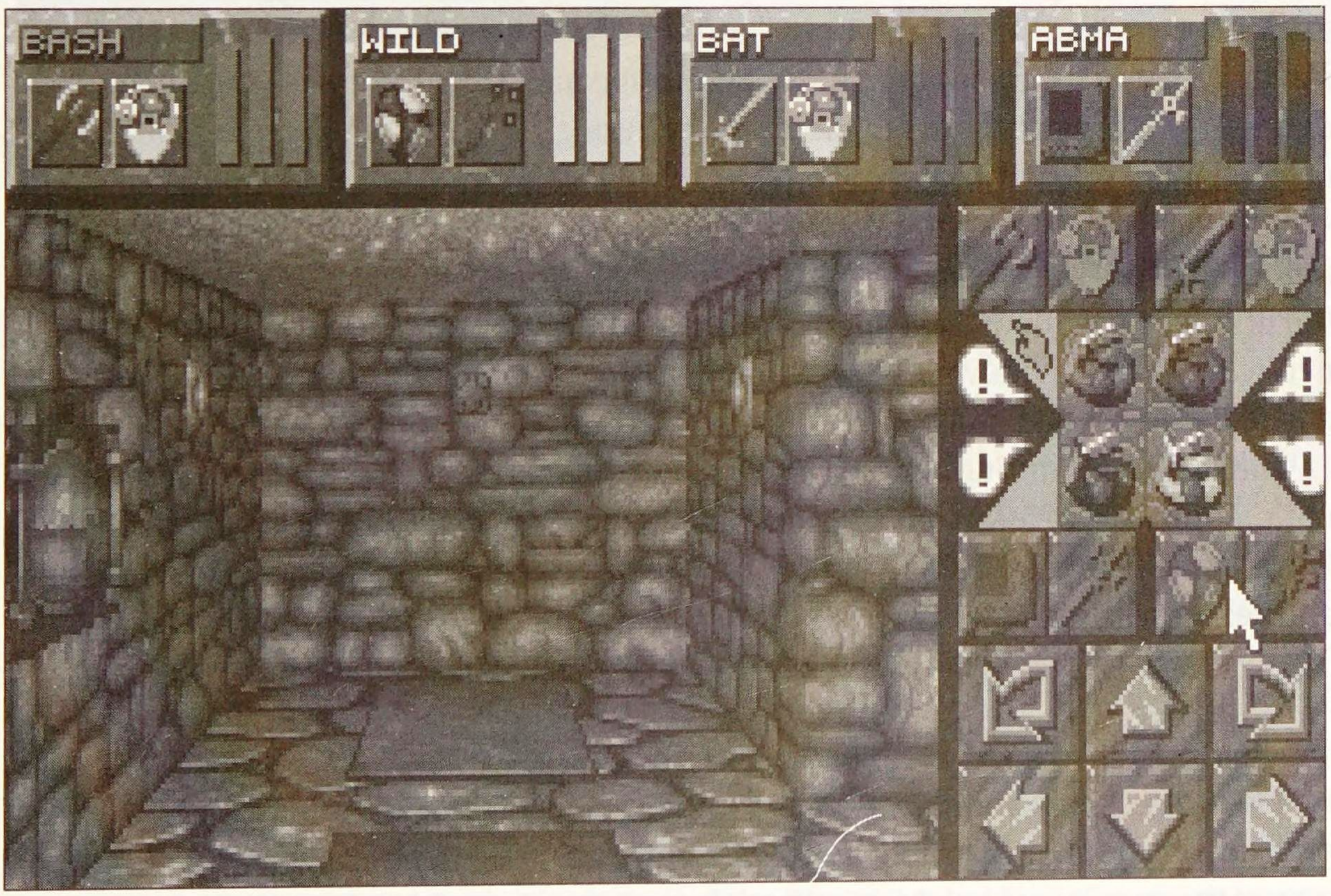
The Giant's throwing axes are a good source of income. Take them to home base via the teleport near the entrance to the land of the Giants and then return for more.

DEALING DEATH AND DUMPING DRAGOTH

The rest of this mini-walkthrough will get you to the final battle with Dragoth. Stepping on the square in front of the false Tech-Eye provokes a single fireball. Step back one square to avoid it.

DON'T GET MAD, GET THROUGH

Stand on the floor trigger facing the three buttons (characters in the gray, not yellow or red). Click the left button, then the right, and finally the middle. Back through the three grates (using the *Down Arrow*) as fast as you can. It may take several attempts (use *Accelerate* if necessary).



Click left, right, middle, and then back up to get through the gates.

Get the Gold key to unlock Skullkeep. Use the Minion map to find secret passages (they will flash yellow) and to get the Tempest sword (a pit will open up if any of your characters tries to carry it out). Go to the square with the sword. Click the map Minion that goes to an X. The Minion will suck up the sword and deposit it near where you found the map (marked with a red X on the map).

Upstairs, pull the bell cord and wait for a monk to open the gate. Step to the side and create as many attack minions as it takes to kill all the vermin (er, uh . . . Vexirk). Sleep to get more spell points. If the monks close the gate, pull the bell cord, and they'll stupidly open it again.

Put all the room's niche items inside the pot to make a Blue Steel sword and a Serpent staff. Put the Numen staff in the pot to recharge it. The metal door automatically opens when you have the Numen staff. Go through it and stand on top of the floor trigger. Click the Minion map's X to remark the map. Then go stand in front of the closed door further down the hall. Drop the apple you found. Click on the map Minion that goes to the X and go through the door when it opens. Click the door's button inside to keep it open. The fireball hall is through the next door.

Use the Minion map to find the secret passages leading to the back plates of the four Tech-eyes. The passageways to the first two are nearby. To open a second wall in the first Tech-eye room, search the walls in and near the secret passageway for a hidden wall switch. Remove the plates and pull out the eyes. The other secret passages are down the fireball hall.

Before going through the gear-doors use the map's reveal hidden passageway option to locate several items in the area including a fountain, a couple of gears, a helm, some armor, and a teleport square. Transport back to home base, get supplies, and sell your surplus items.

GET IT IN GEAR

Buy four large gears and a vacuum fuse at the axemen shop (although it is possible to get through the four gear-doors with just one gear). Use the *Up Arrow* to go forward, mouse the gear into the slot (you do not have to turn), push the button, grab the gear, and move forward one square. Save and do the same for the next three gear-doors.

The blue things in the boiler room are enemy portals. Close them with a simple LO ZO. Place the Earth key (square and gold) into the square slot in the alcove. A trap will open and the key will fall down two levels. Flip the two levers in the room to the down position and take the ladder down.

There is a shortcut to the outside on this level. Go east past the pits (roll the boulders into the pits to make a path). The ladder down is north of the pits.

Using one of the maps, go west, then north through a passageway. Immediately turn west and go past the first gate (blood gate). Be sure to stay ahead of Dru Tan who is throwing poison balls at you. Enter the second gate and go to the floor trigger. Wait for Dru to come inside. Then run west and push the dark button on the bottom of the wall, turn left, go through the gate, and push the button to close it. Dru Tan should be crushed by the spike-wall the floor trigger started. Re-open the west gate and click the lever to the left of the first gate to reset the trap. Enter the west gate to get the Blood key.

FREE THE ROCKIES

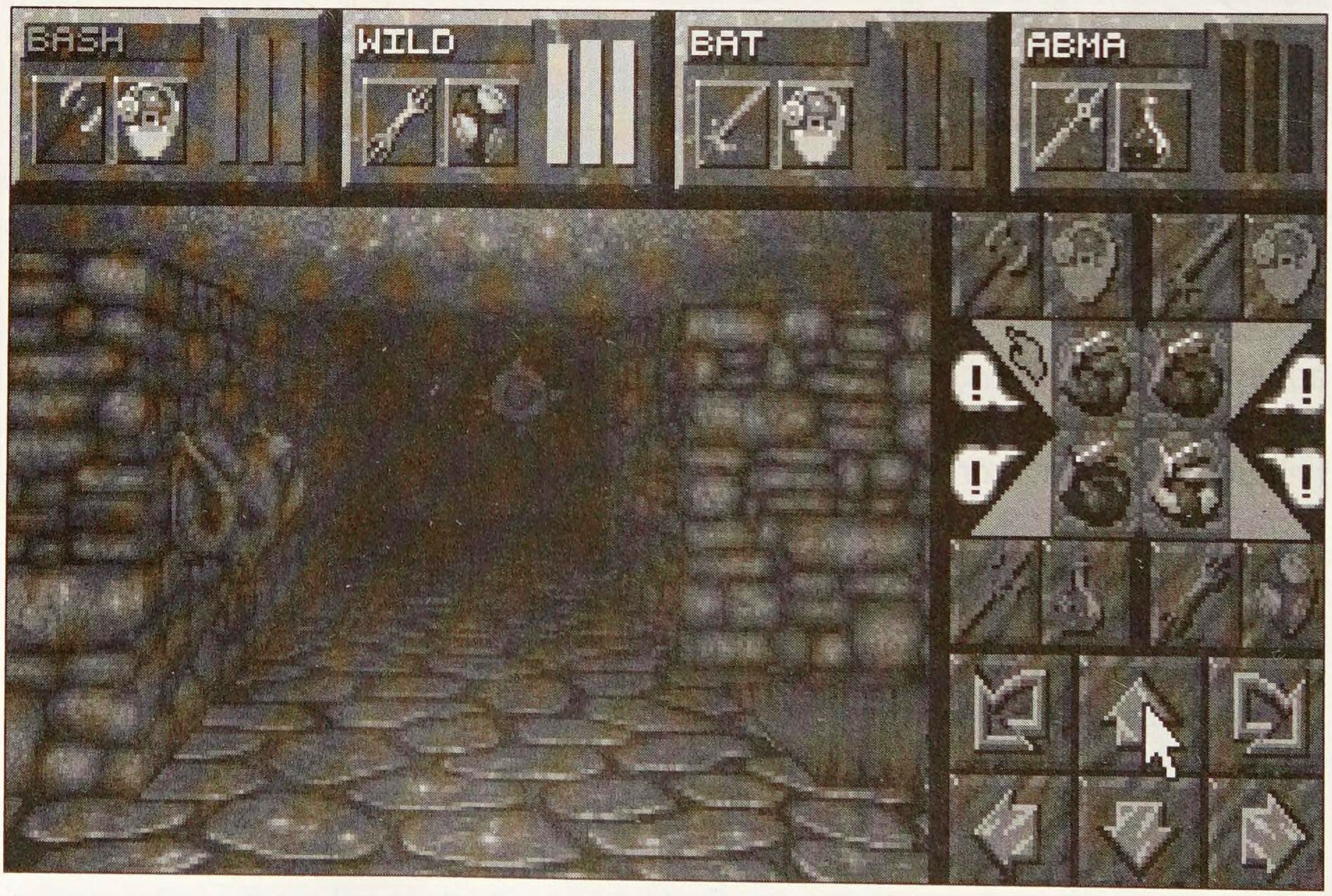
Open the Blood gate to release the Rockies. Go in and activate the teleport by pushing a stone button in the wall to the right. Step on the teleport to go to the furnace level, and then go back to the boiler room.

Teleport back to home base for healing and supplies. The Earth key opens a door behind the button door next to the last gear-door. Work your way south to the niche containing another Scout map. Stand on the pressure plate and send a Scout a Minion to block the light source in the alcove that opens and closes the pit. Time it so the pit is closed when you block the source. Click the lever in the alcove to permanently close the pit. Climb up the opposite ladder.

Use a vacuum tube to open the western-most door. Take the Master key. Use the Master key (retrieve it after using it) and large gear to open the door near where you entered. Toggle all the levers you find down the hall to the right a few times but leave them all in the up position. This opens all the hall doors. Chop open the barrels you find. One contains a vacuum tube. The pump room is in the northwest corner (use the Master to open it). Place the vacuum tube, get the Cross key and click the pump levers. Click a lever to lower the ladder to the boiler room, go down, and get supplies.

Take the Cross key back to where you got the Master key, unlock the ladder and go up. Hack through the tables. Hug the left wall, approach a single ram's head, cast *Accelerate*, and go past the head when it's flush against the wall. Turn right and go past a pair. Go through a single to the left, then one more single. Save after each success.

Enter the transport room, turn left, and run into the reflector room. Push one of the reflectors into the hallway, blocking the teleports. Activate the Scout map, and adjust the room levers until the center and one of the side reflectors on the other side of the pits are angled so you can hit the target with a fireball and remove the pits. Cross to the gate near the target and blast it open with a couple of fireballs. Push the reflectors down the hall and trap the moving teleports in a corner. Use the Scout map to place a minion at the center of the four pits. Bounce a copper coin off the minion to close three of the pits and unlock the gate nearby (Fire Polyn inside). Use the Master key on the valve room door (you can leave it there), turn on the four valves, lower the ladder, then go up the ladder near the target in the reflector room.



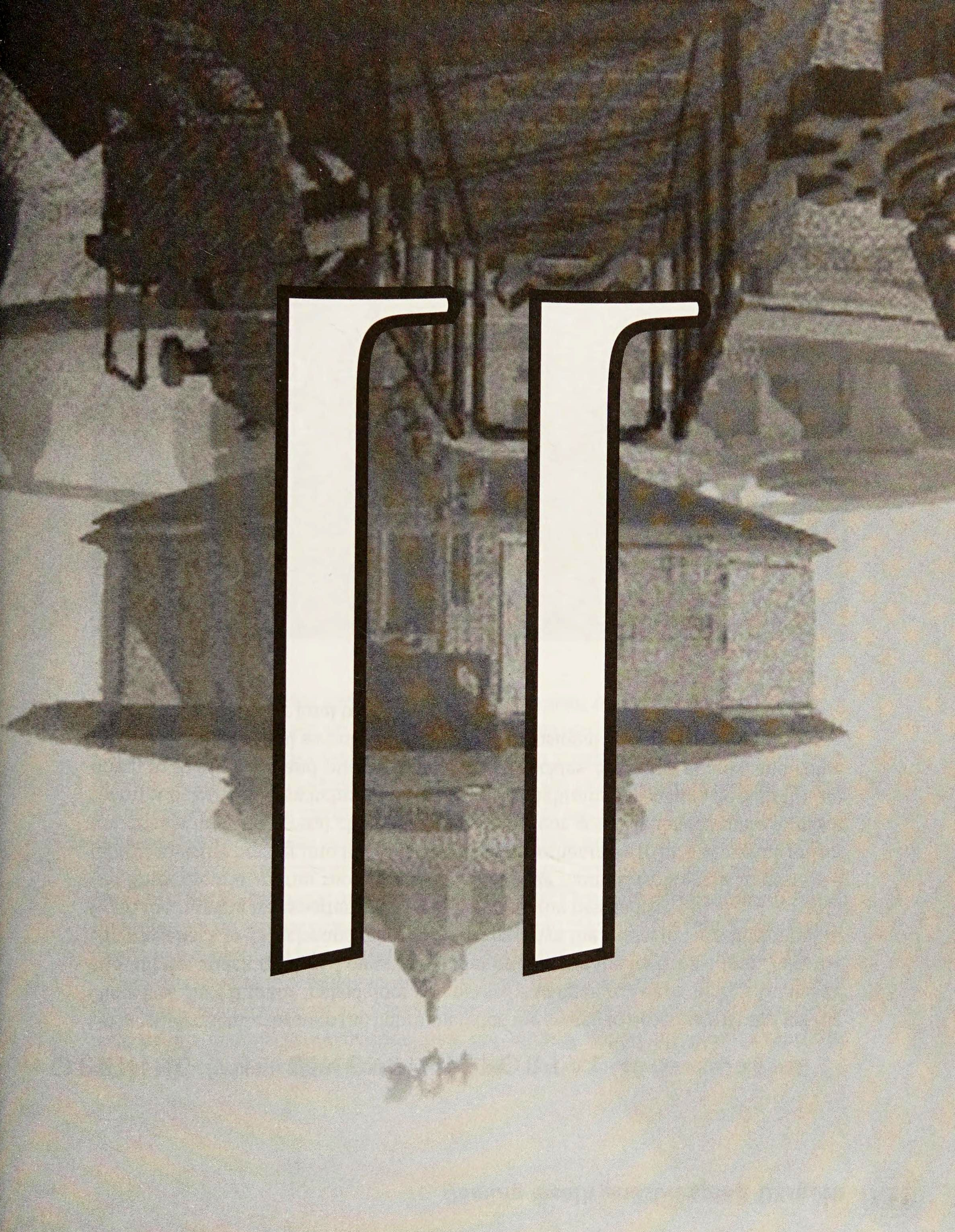
Cast *Accelerate* and go past this ram's head.

OPENING THE DIMENSION PORTAL

Go west. *Accelerate* through the lightning (click the switch to deactivate it) and get the Onyx key. Take it to the locked door you passed and open it. Leave the key. Go inside and kill the attack minion. Lower the ladder by clicking the lever next to it. Take the Onyx key back to its niche and take the Skull key down the ladder to the reflector room. Go to the moving transporter room, and climb up the new ladder.

Enter the transporter room to get to the storage room. Cast fireballs to destroy a table. Move the brazier into its place and hack the other table to bits. Move the reflector shields into the crystal chamber (the round floor grates indicate where to place them). Click the four switches in the room. If the lightning rod switch doesn't fire, go down to the furnace and pile up pyros for the Rockies. Set some guards, and come back to throw the final switch and enter the dimensional portal.

Good luck in your final battle with Dragoth!



Buried in Time

Presto Studios' *Buried in Time* is all about discovery. As Agent #5 of the Temporal Security Agency, you are falsely accused of modifying the course of Earth's history, and so you must first discover the puzzles and then the solutions to help clear your name. Along the way you must amass the clues that will help you to point the accusatory finger at the conspirators who put you in this position.

THE JOURNEYMAN'S TREK

As you make your way through the shadows of time and escape extremely dangerous traps, it's easy to miss clues in the puzzles and their solutions in the mazes you must traverse. Not only do you have to look right, left, and straight ahead in this game, but up and down as well!

For reading ease, directions used in this chapter are F for forward, L for left, R for right, U for up, D for down, and Z for zoom. Clicking on objects when the cursor is a magnifying glass zooms your view in on the object; clicking on objects when the cursor is a double arrow zooms your view out, so that you can see more of the object.

HOME, SWEET HOME

Go F, L, and Z to zoom in on the figurines on the cabinet; you have left a message for yourself. Next go R, F, F, F, F, R, and D and then Z to zoom in on the articles on Gage's desk (papers and an answering machine). Click on the buttons on the left of the answering machine to play back video messages. Go U, R, F, L, F, F, L, and D to dissolve the

door of the enviro-projector room. Go F, R, F, R, D and pick up the round object (the cursor changes to a hand indicating it can pick up the object). Drag the object to your inventory window.

Click on the magnifying glass in the inventory window to get a description of the object. While you're at it, you might as well examine all the objects in your inventory list. You should also *activate* the chips, by clicking on their letter icons in the inventory window, and check out their menus. You'll need to activate the Interface chip (the letter I) anyway, if you want to save or quit the game. Go ahead and save now, then activate the File chip (F), and read all its files.

What Happened to James Earl Jones?

Next, turn on the news channel of the future: INN, a parody of CNN, but without Jones's trademark vocal introduction. Go U, L, F, L, and D to stand in front of the enviro-projector. Click on it, then Z. Click on the INN button to the right. Watch all four news stories, even the commercials. Click on the highlighted hypertext in the text sections of the story for more information. When you're finished, exit and Z.

Go F, R, F, F, and R and then wait for the door to dissolve. Go F, R, F, R, F, L, and F. You can now order and receive the ShopNet items. Click the *Power* and *Menu* buttons, then click *ShopNet*. Enter the Cheese Girl code (625-94-978) and then click *Transmit*. Click *Accept Purchase* and then click *Menu* to get back to ShopNet again and order the Translator chip (689-22-378). The music video (538-48-257) is not necessary, but you can order it and insert it in the enviro-projector, if you wish.

Back at the *Menu,* click on *Post Box*. Click on the items you've ordered one at a time, then click on *Replicate*. Drag the items to your inventory and examine them.

Let's jump! Arthur is at Farnstein's Lab. Activate the Jump chip (J), select the *Jump Menu*, and then select *Farnstein's Lab*. Click on the Mission Briefing and click *Return*. Click on the *Jump Menu* again and then on *Jump*.

Lost in Space

Fun trip, eh? But how does it feel to be lost in space and running out of air? Just drag the Cheese Girl to the left side of the view window, and let go. Awaaaay we go! Oops, this hatch is sealed. Go D, L, F, F, F, F, and F and then click on this hatch. Now, go F, F, L, U, and F and then zoom in on the dark screen to bring up a schematic. Click until you find the *Capacitance Array* portion and click again.

Ooops! That alarm tells us that something is blocking a hatch. Zoom out and then go U, R, F, R, R, and F. Pick up the metal bar. Go R, R, F, L, U, and F and zoom in on the screen. Find and click on *Capacitance,* again. Now you've got pressure! Zoom out and go U, R, and F. Save the game (saving often is a good habit) and click on the hatch. Now, go F, R, F, R, F, L, F, L, L, L, F, R, R, F, L, F, R, and F. What a maze, eh? Aren't you glad you saved first? Click on the hatch and go F.

Meeting Arthur

Arthur (the ship's AI) says hello. Go F when he asks. Click *Yes* to his scanning question and *Yes* again when he suggests you copy him. Go R, R, U, and zoom in on the override panel. Enter Arthur's code (32770). Click the handle when the hatch opens. Whoops! Some ride, eh? Click on the hatch again to open things up. Look what you have here! A puzzle! The solution is to label the dots 1 through 6, from top to bottom, by clicking on the numbers 4, 3, 2, 4, 5, 6, 3, 2, 1, 4, 5, 6, 2, 1, and 6 in that order.

Arthur is now on your blank chip! Whenever you want to know more about an area, pull up his chip, and click on the *Comment* button when it's lit. Now, blow this dump. Pull up the Jump chip and activate it. Select *Recall* and it's home again, home again, jiggity jig! Buy another Cheese Girl and jump back to Farnstein's lab. Time's a wasting!

SAME TIME, SAME PLACE

Here we go again. Use the Cheese Girl, and go D, L, F, F, F, F, and F. Click the hatch, go F, F, L, U, and F and then zoom in on the control panel; this time pressurize Biomass. Zoom out and go R, U, F, R, R, and F. Click the hatch, and go F seven times to get to the next hatch. Click on it. It will open after Arthur helps out.

Go F into the elevator and click the green text button. Go R, R, and D and click on the hatch. Now go F and click the up arrow. Go R and zoom in on the control panel on the left side of the screen. Click on *Run Mining Cycle*. Go L and D and then zoom in on the control panel again. Click on *Run O2 Extraction*. Zoom out and go R and R

and then zoom in on the recharge station. Click on the black nozzle on the right. Phew! An oxygen refill! About time, eh?

Zoom out and go R, R, and R and then click on the up arrow. Go R, R, and F and then click the green button; go D and R and drag the empty water container into your inventory; and go R and click on the hatch. Go F, F, R, and D and then click on the Biomass hatch.

It Doesn't Look Like Art to Me

Go F, F, F, and L. Pull up the evidence chip and activate it (E). Click on *Locate*. Move the box cursor around the sculpture until it adds a center-dot. Click it. The evidence won't record. Go D and zoom in on the left side of the rack. Click the green button to test the frequency. Hmmm. Negative Response. Move the cursor to the dial, and click it when it changes to a right arrow. Keep testing until you get a Positive Response. Then zoom out and go U. Is the Evidence chip still activated? Click the sculpture again. Now, the chip automatically records the anomaly evidence.

Go L, F, D, F, click the hatch, go F, L, F, click the hatch, go F, click the green button, go R, R, D, and click the hatch. Now go F, click the down button, and go L, L, and L and then zoom in on the recharge station. Drag the water container to the blue valve. Click the yellow valve to fill the container with water, and then drag it back to your inventory.

Jump time! Pull up the Jump chip and select *Chichen Itza*. Click *Mission Briefing*, *Return*, and *Jump*.

It's a Chicken or Chichen Itza?

Go R, F, L, and F. Pull up the Translator chip and zoom in on the dials on the back wall. Click on them until you get one of the dates listed on the above right wall (Tree 3 works). Zoom out and go L and D. Get the bowl. Go U, L, F, and D. Drag the bowl onto the statue to drop down into the Mayan Underworld. Then go D and get the skull. Go U, F, and D, and then get the copper medallion.

CHATEAU GALLIARD

Look, a guard! Uh, I mean, look, there *was* a guard. He's dead now. Go F and D to pick up the arrow. Then go U, R, R, F, F, F, F, D, F, U, L, F, and R. Open the door (click on it) and go F, R, F, F, L, F, R, and D. Ah, a grappling hook on a one-holer. Get it.

If I Had a Hammer

Go U, R, F, R, F, F, R, F, F, F, F, and L to the corner of the battlement and wait . . . wait . . . *Yow!* That boulder would have taken our heads off. Now go F, R, D, F, R, and F and then open (click) the door. Go F, R, and D and then get the hammer.

TIP

Besides activating Arthur's chip and punching his comment button whenever possible, find two anomalies.

Go back (U and L) and go to the forge (L, F, R, F, R, F, and D). Click on one of the bricks on the right. See, it lifts up and there's a key mold underneath. Take the copper medallion you found in Chichen Itza and put it in the pan. Click on the wooden handle above the pan to operate the bellows. Click on the molten metal, and put it in the mold. *Voilà!* A copper key!

Footprint in the Sand

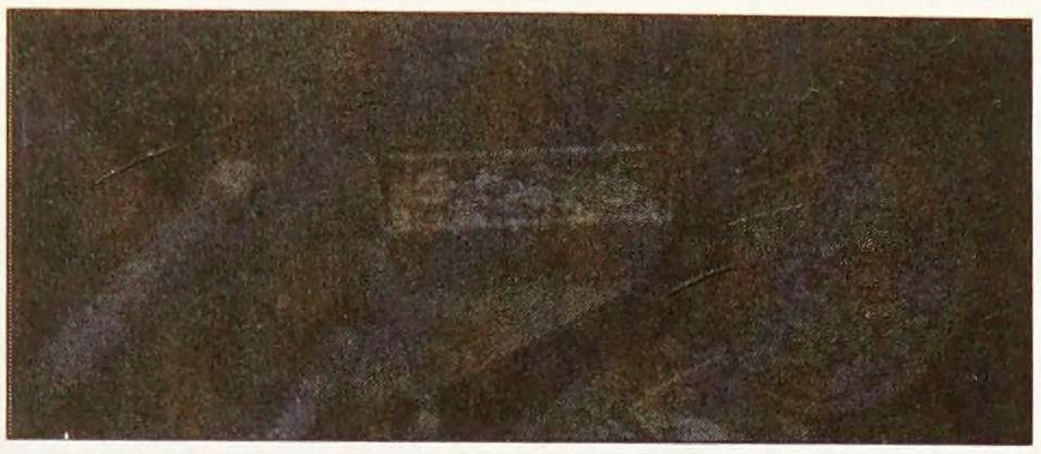
Let's go find what the key opens. But first, go U, R, R, F, L, F, L, F, and R and then open the door. Go F, F, F, R, F, L, F, R, F, L, and D. Activate the *Evidence* chip and punch *Locate.* Click the cursor on the footprint to record the temporal anomaly.

Go R and go F, walking across the moat under water. Then, look up at the window in the tower. Save the game and drag the grappling hook to the top of the window (scroll the *Cloak* chip in sight, first). *Whoops!* The guards see us. They're throwing boulders! As soon as the F arrow is lit, punch it before they toss a *cow*! When we're through the window, activate the *Cloak* chip.

Inside the Tower

Let's explore the room. Aha! There's a hidden panel in the cabinet (F, R, F, D, and zoom in on the panel) and a lever device behind the tapestry (zoom out and then go U, L, L, F, and F and then click on the tapestry, opening a secret panel in the basement). A stairwell is R, R, F, L, F, and F. Go L, D, F, U, L, and F and then open the door to the study. Go F, R, F, F, R, and D. Grab the burning letter from the fire. Activate it. Activate the *Translator* chip to translate the letter. Go U, R, F, F, F, and D and then translate the two journals. Go U, R, F, F, and D and then look at the diagram of the castle. See the secret room in the basement?

Go U, R, R, F, L, and F and then open the door. Go F, F, L, D, F, U, L, and F. Open the cellar door. Hello there, mysterious stranger! Now go F, L, F, L, and D and drag the



copper key to the chest. Climb inside and go through the false bottom (F). Look D and R and then open the unlocked coin chest. Gold! Drag a handful to inventory. Go U, R, R, F, R, and D. Put the *Locate* cursor on the sword case to find that the diamond in the sword hilt is false! Now *Jump* to *Da Vinci Studio* (first select *Mission Briefing)*.

DA VINCI STUDIO

Go L, L, and D and then click on the balcony key to unlock the door. Go U and open it and then go F. There's that stranger, again! Go R, R, and F back into the room. Then go U, R, F, L, and F. Set the panel levers to *Unlock* and *Up*. Go D and click on the wheel (brings up the elevator). Go U, R, R, F, R, F, R, F, R, and F. *Locate* the red smudge of a footprint.

TIP

Besides playing the latest Herbie Hancock CD, find three more anomalies.

A Siege Cycle Built for One

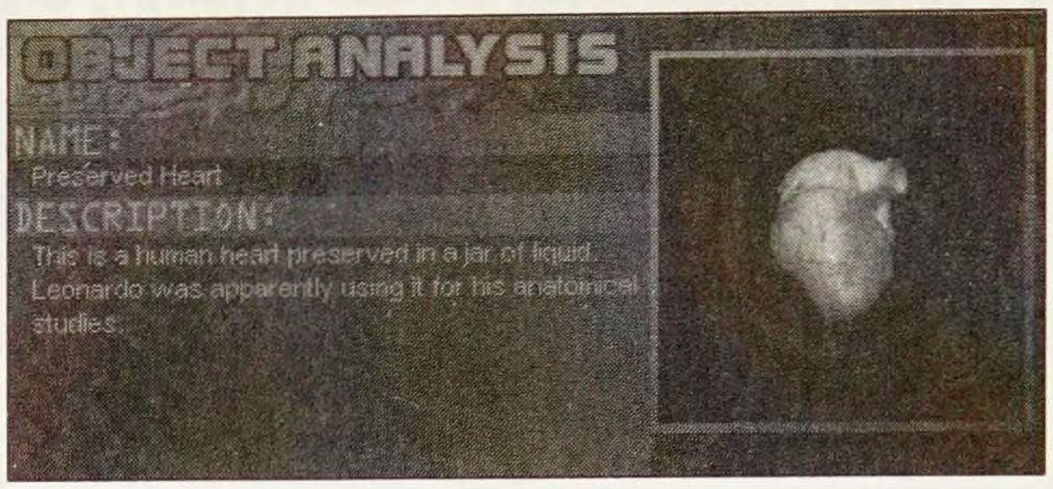
Go U, F, F, and L and then enter the elevator (L, F, D, and R) and click on the turnstile to get to ground level. Then go U and R, open the door (featureless in the dark), and go into the garden (F, F, R, F, F, R, and D). Then get the rope. Go U, R, F, F, R, and F; open the door; and go F, F, L, F, L, F, F, F, and R. Get the wheel assembly, and check out the siege cycle diagram underneath.

Zoom out, go D and L, and get the pegs. Go L, U, L, F, F, F, F, L, F, R, F, and R and then get the drive assembly. Go R, F, L, F, R, F, F, F, F, F, L, and D. Then drag the wheel assembly, the drive assembly, the pegs, and finally the hammer onto various parts of the frame. Take the completed siege cycle.

High Wire Act

Go U, L, F, F, L, F, F, and D to the diagram on the desk (translate the sign on the cabinet for a grin). Go U, L, F, R, F, L, and F and then open the door. Go R, F, L, F, R, R, F, F, L, F, L, F, R, R, and D. Click on the catapult handle.

Go U, L, and F and then line the crosshairs up with the balcony tower. Move the cursor until it turns into an arrow pointing right and click nine times. Then click two times when the cursor is a down arrow. Click on the center lever (you automatically dismount).



Go L, F, and L and then drag the bicycle onto the wires. Go F to mount the cycle and F to reach the balcony.

Go F, F, L, and D. Unlock the door with the balcony key. Go U and open the door. Go F, R, and D and *locate* the page of text laying in the dark. Then get the nearby lens filter and attach it to the suit's camera (click on its inventory icon). Go U, F, R, and D and *locate* the closed notebook to record yet another anomaly.

> **TIP**
>
> **Jump to Chichen Itza.**

Zoom out and go U, R, F, R, F, F, and L. Open the cabinet and take the preserved heart. Eccch!

PUT ANOTHER CHICHEN IN THE POT

On arrival, go R, F, L, and F, and activate the *Translator* chip and then zoom in on the dials. Reset the date to *3 Tree* (click the up arrow once). Zoom out and go L, D, and pick up the bowl. Go U, L, F, D, and put it in the statue's lap.

> **TIP**
>
> **Visit the Mayan Underworld again.**

Go F, F, F, F, and F to the fork in the path and then go R and F. Translate the glyphs on the war god tiki. Examine its face and drop the bloody arrow in its mouth to open a secret door. *Save* before entering; there's tricky stuff ahead.

Feed the Snakes

Go F and D and take the skull. Turn L and click on the serpent. Feed it a skull (click on it to open its mouth). Feed one to the R serpent, too. Then take back the skull from the L serpent (click on it, grab the skull, and immediately go R, F, and F to the second set of serpents).

Feed the skull to the serpent on the left. Go F, L, and D and then take the skull and go back and feed it to the serpent on the right. Now, take the skull back from the serpent on the left and go to the first set of serpents. Feed the skull to the serpent on the left. Go back to the second set, take the skull from the serpent on the right, and feed it to the serpent on the left. Confusing, huh? But if the feedings go well, all spears are deactivated and all doors open. Go R, F, F, F, and D and take the obsidian block.

Ungorgeous Gorge

Go U, R, R, F, F, F, F, and F and open the door. Go F and F to reach the fork in the path again. Continue F and F (automatically hopping stones), and feed the water god tiki the water container. Go F, F, F, F, and F through the now open door. Go R, F, R, and R. *Save* your game here.

The going is very tricky business, here. Hop the five swinging platforms to cross the gorge (save your game after each success). It's all timing (click the F arrow just as the swinging platform approaches). Once across, go F, F, and D. Take the limestone block. Go back to the fork in the path.

> **TIP**
>
> **Avoid the arcade jumps by *jumping* to *Chichen Itza* and then going to the fork.**

At the fork, continue F. Then go L and F and feed the wealth god tiki the gold coins. Go F, F, F, R, and D. Drag the rope to the tie bar. Go F, F, F, and D and take the jade block.

Feed the Death God and Open a Coffer

Go U, R, R, F, F, R, U, F, F, and F and open the door. Go F, F, L, F, and D and record the evidence of glass chips in the pile at the death god tiki's feet. Go U and feed the tiki the three blocks (jade, etc.). Go F, F, F, F, and D through the door and *locate* the anomaly (synthetic blood) in the bloody pool on the left.

Drag the heart to the pool and a coffer pops up. Activate the translator chip. *Save* here if you want to solve the puzzle of the coffer by yourself. There are poisoned needles inside.

Ungorgeous Gorge can be deadly.

Give up? Then turn the symbols to make the phrase: "The breath of Itzamnu" (it's on one of the walls of the temple above ground). Click the snake on the right of the coffer and the *Evidence* chip automatically records the evidence inside. Take the environment cartridge.

Just when you think you're going to checkmate the king, there's a queen in your face!

What's the Password?

Punch *Recall* to get back to home base. Use the environment projector (R, R, F, R, D, F, R, F, F, L, and D and then zoom in) by dragging the environment cartridge to the center of the projector control. Watch the movie until the mysterious stranger interrupts! Why, that's no stranger, it's Agent #3, and she wants to give us a mind-wipe! Arthur will get you out of this mess. You don't know that the password is? (It's *gravball*. Shhhh!)

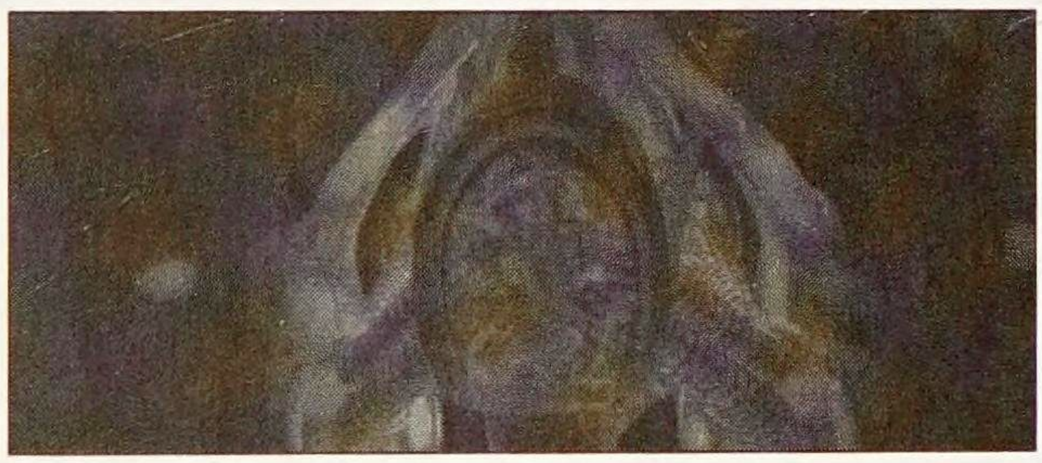
Go R, R, F, F, and D and then pick up a new generator core. Go U, R, R, F, D, and use the eject button. Exchange the charged core for the old one. Go U, R, R, F, F, R, and F. Click on the plasma tool, scroll to *Transport Code*, and click *Run Program*. Write down the code (657255190235). Go R and read the post-it note. Click on the INN display screen and review the *Symbiotry Technology Discussions* story.

Discover that the Krynn are the enemy. Note the three-digit *Alien Code* at the end of the report (272). Make sure the lens filter is attached. Go R, F, L, F, R, and R and then click on the face of the transporter device. Enter the *Transport Code* and then the *Alien Code* when prompted.

A Code in the Node or is it a Sword?

Go F, F, F, R, R, R, F, R, and F to a junction. Scroll the *Cloak* chip in view, *Save* your game, and then go R. Activate the *Cloak* chip and allow the aliens to pass. Then deactivate it. Click on the cable at the base of the ring to move through the tunnel. Click once more to ride to the storage chamber. Go F to the spherical node.

Open the various nodes by clicking on them (there are six). Circle the storage chamber. Drag the explosive charge to the sword in the third node to blast it out of the membrane. Use the sword to hack through the membrane seals around the items in the other nodes (ignore the Cheese Girl).



Return to the mouth of the corridor. Click on the cable twice to move down the tunnel. Then drag the sword to the cable to seal the corridor. Go L, F, L, and F. Drag the burnt-out fusion generator core to escape to the teleporter pod and go F. Click the lever on Icarus's pod, rendering him harmless. Go R and F to enter the transport pod. Go R and R and then click the lever on the left.

Watch the pretty pictures and congratulations! You've finished the game.

12

Normality

Interplay's *Normality* is a comedy adventure game that unashamedly parodies Orwell's *1984*. In this game you assume the role of clueless Kent who is immersed in a gloomy future that strictly adheres to the average. Kent, a grunge X-er extraordinaire, has just been released from prison and is one of the few in Neutropolis who has not yet been *neutralized*. This does not conform to the master plan of Paul Nyustalux, the leader of the fascist normalizing regime that grips Neutropolis.

CLUES FOR THE CLUELESS

Kent must meet and prove himself worthy to a rebellious group of free thinkers, among them: Dai, undercover window washer; Heather, organizer of dumpster meeting activities; and Brian Deluge, obnoxious alternative rock star. Together with your allies you, as Kent, must attempt to thwart the Norm troopers stationed everywhere and get to the bottom of the ruthless attempt to maintain a television-addicted, completely unmotivated populace. There's a great deal more to look at in this *1984* parody than can be addressed in a single chapter, but you better get going anyway, Kent.

LEAVING HOME TODAY

I hate the Norms, dude, so I'm going to be a rebel. All I need to do is get a job at Plush-Rest. Maybe I'll need a little cash from the sofa. Hmmm. What's that gizmo? Say, where's that bird bobber and the remote? They can keep the TV turned on.

I'll just use the sharkpoon and the little box to get the rat out of the washer. Might as well take the scissors, T-shirt, and that pot of paint. Now, out the window. Ooops, looks like I'm going to have to brew Dai a cup of coffee to get to the street. Oh, no, I'm out of milk. I do have plenty of white paint, though!

TIP

The remote is under the pillow.

TIP

Press M to bring up the map or use a bus stop. Plush-Rest is in the lower right quadrant.

REBELS WITH CAUSE

Outside the factory, I pick up a large cog. The receptionist inside only lets fat people through. Wonder what she'll do if I wear my fat T-shirt? What does that bizarre machine in the Hospitality Niche do? Is that coffee? Ooops!

Better have a look around. Hey, there are some books in this locker. How am I going to get rid of that pesky Waste Engineer? I know, I'll crawl through the ventilation shaft over the toilet (that belt might prove useful) and get the debris.

Now, to wire the bed. Let's see, I can use this neat battery and the sender I got from Tiddler's radio. And here's his radio's receiver. Now, I put the debris on the bed. Nighty-night, dude.

The fire-extinguisher is too heavy! Hey, the belt holds down buttons, so I can lighten it by turning it on. That control box turns off the conveyer belt saws. Dumpster, here I come! Hello, rebels!

Painting Waffles

I have to paint the stack of waffles at the mall. There's plenty of paint outside the factory, and the extinguisher makes a terrific sprayer. My trusty map will get me to the mall.

Luckily I had that costume book, or the blind man wouldn't have given me the matches. So, how am I going to distract Norm 2782? I know, I'll get Deepha yapping. Let's see, I need some more dogs. There's a bunch in the Thrifty Fifty, and I can glide them past the scanner.

Now what? Didn't I see a stereo in Disco La-La and a Clap CD? And there's a speaker in Cave of Comestibles! I'll just glide out the hedge clippers from the Thrifty Fifty, go talk to Ray about his job, and prune a speaker.

Norm 2782 is elsewhere, now. Let's really make things hot at the statue. Ooops! Where am I? I'll just light a match.

The Big Broadcast

Let's see. I take this tape to the TV station. Getting by the dude at the door is easy enough with a rat-in-a-box. Hey! A dirt clod! Just what that stuck-up engineer dude needs! Now I have the shirt right off his back! His ID says he's Ben Holen Elliot. What kind of name is that?

Bureaucracy! Hmpf. The boss won't speak to me until I've been given an appointment from the secretary. But now I have a security card for the control room. So, that's the tape player where the tape goes. Convenient. Right beside the computer. Now I'll type in the password (one of Ben's names, I'll bet) and RUN VT2.

The Search for Saul

Saul wrote me the note while I was in the Blue Pens; he's still alive somewhere in the Ordinary Outpost. That trooper dude probably knows the code to operate one of these elevators.

Research, eh? Why's this dude strapped in? I'll cut him loose. What a wacko! I busted the window to the roof and to the Forensic lab. What's all this stuff in Forensics? Evidence against me! I better wipe my fingerprints off the paint sprayer with that cloth. The wrench may come in handy. The grinder needs another cog.

Better head for the roof, grab the ladder, skinny down the pulley, and go back to Plush-Rest. There's a broken machine on top of the red container. I'll use the wrench to get a small cog. Now, back to the grinder to destroy the evidence.

I'd better do as the lady says, pick this wacko up, and ship him to processing. Let's see, down button, red button, wacko in tube, and ship. I'll take the elevator.

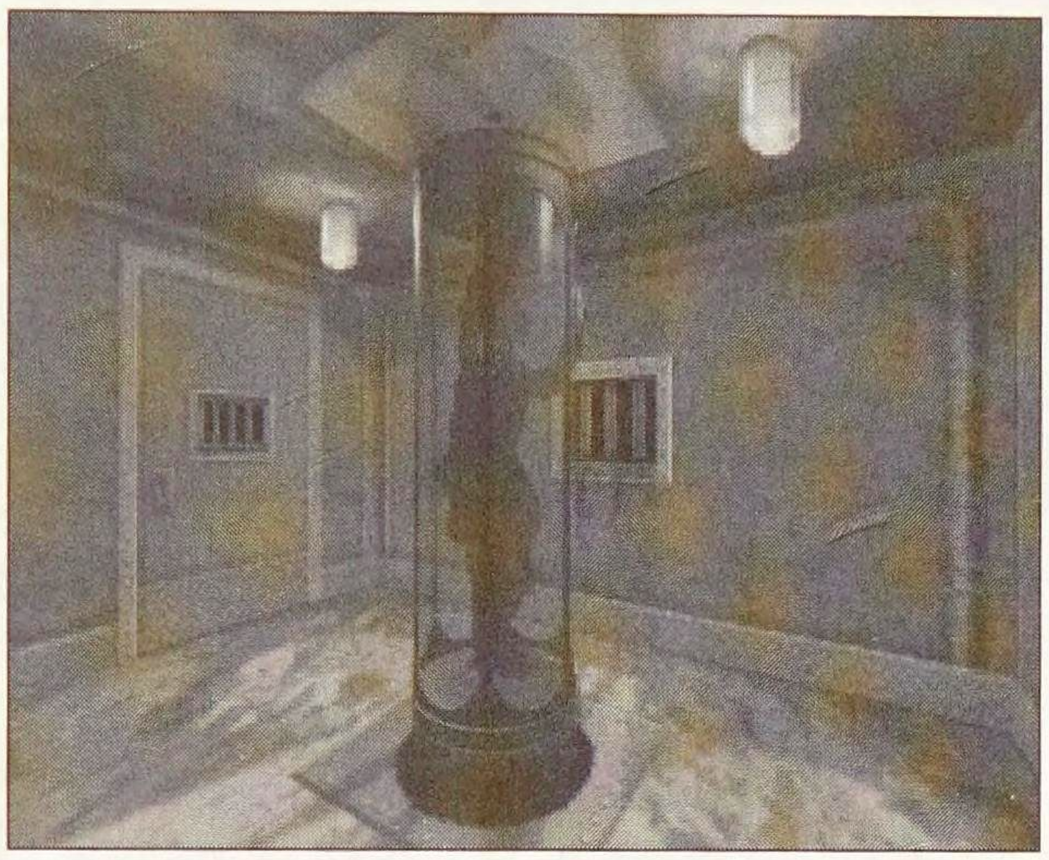
Time to step on that loose tile in the corner and turn on the fountain. There goes the guard. What's that behind him? The code for the other elevator. It's off to processing.

Got rid of the dude. Wonder what the big red button does? Wow, look at all the boobs in tubes! Who is that one at the end? Saul? Saul, is that you?

TIP

Keep examining the red tube and sign to change the scene.

THE BLUE PENS



Solitary . . . what a drag. Hmmm. I seem to be rotating to three different cells as well as the mood room. What's Saul holding up? A sign? It says to bring three gizmos into the mood room. Far out. Gizmos are in furniture. There's a bench to bust open in each cell. I need to use a splinter to get one of the gizmos out of a bench. Another needs a wall bracket. After using a plank on the sturdy bench, it finally breaks, but the gizmo is broken. I wonder what'll happen if I use this bracket on the loose tap on this food tray. Flooded the place! But I find a third gizmo in the toilet!

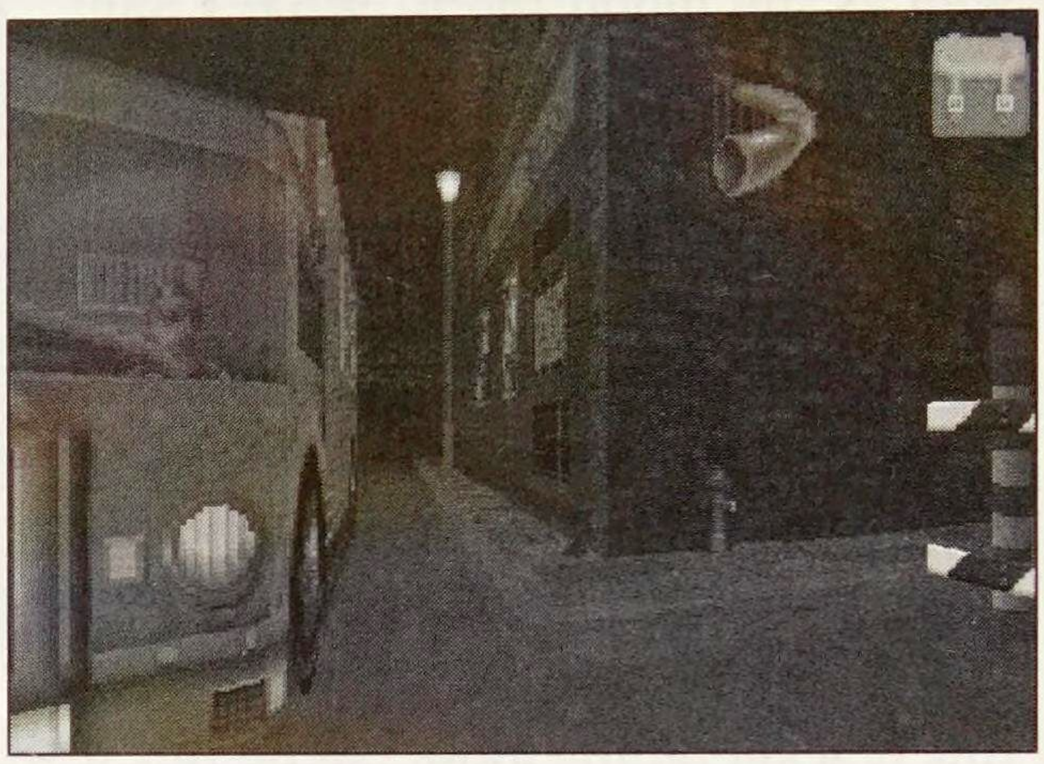
Blow Up

Inside TV Heaven is a ceiling hatch that probably leads to the power station. I have to get rid of this clerk, though. Hmmm. A Mini-TV. I'll ask him to get me a remote. He's gone. I'll just use this key to keep him out of my hair. If I stand on this box, I can reach the hatch. Done! Hey, there's a mallet behind that crate. Maybe I can bash my way through these wooden slats. What's hanging up there? A teddy bear? The wire will be useful. So will the bear's eyes. I'll take that short wire and lightbulb, too.

The eyes fit in the controller slot. Pushing the button starts up the generator. Now, I'll just open this panel and wire away. Wonder what will happen if I attach the long wire to the bulb pins in the lightbulb socket?

Gag Me with a Tail Pipe

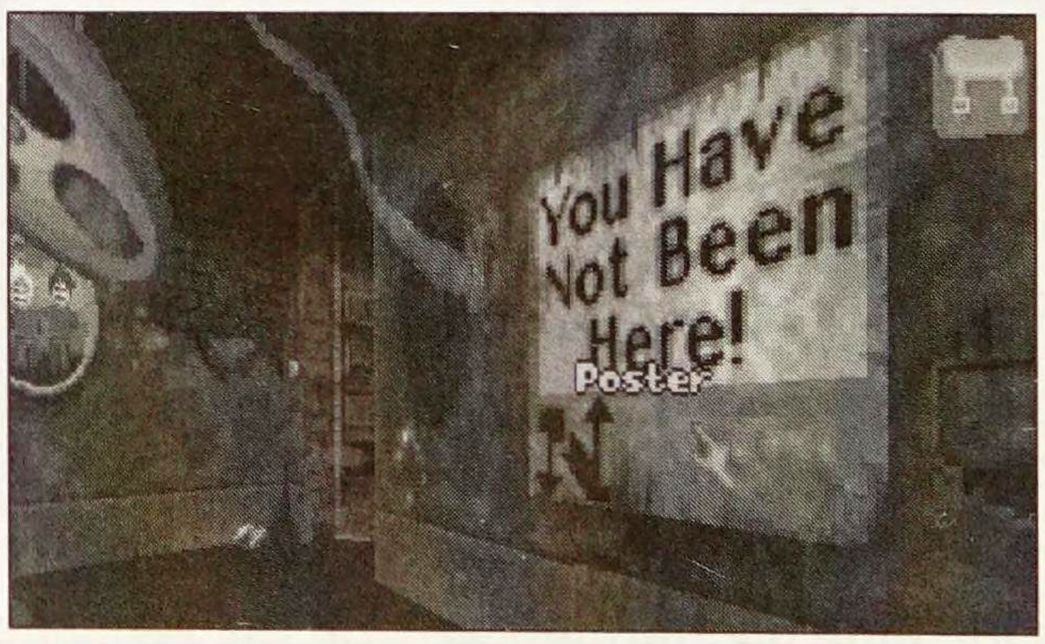
Ah, a rubber hose. I'll need that if that patrol wagon stalled in front of my building has Dai in it. The hose fits nicely from my bathroom's outside vent to the truck. Goodbye, dudes! Hello, Dai!



Hey, the river is right in back of rebel headquarters. I can build a raft and transport the supplies needed to build a rocket. The hall of the mall has some planks, rope, and a cracker. Outside, the blind man left more matches. I'll build the raft beside the red container at Plush-Rest. I can use this acetylene torch to cut through the door of the red container. Look at all those cylinders. First, I'd better push the raft in the river, and then I can roll the gas cylinders onto it and ride the river to see the sun.

HERE IT IS

Using the switches in the stadium tunnel gets rid of the guards. Great. Let's see what's over by the stage. A pair of infra-red goggles. Good. I guess everything else is down in the sewers below. Sure is dark down here. I'll just follow this right wall and see where it leads. Looks like I'd better cross this sewer stream and continue. A brick? And another stream crossing. Wait! In the left wall, on the bottom, is a hole! The brick fits, giving me a step up to grab the power cells for the goggles. I can see now, but I keep right-walling it. The guitar gets me past a gate and through a wall leading to an elevator. I turn around and keep right-walling it to another smashable wall where I find a brace and a locked crate.



I use the brace on an "access" sign, and a secret door nearby opens! Inside Saul's secret lab, I tear down a poster and crawl through a hole to find an ax and a microwave

machine. Whoa! Inside the microwave is a brain! This has to be what I'm looking for. The machine is too large to take out the hole, but the ax opens that crate and inside is a suit for the brain. The brace jacks open the elevator doors and the rest is history, dudes!

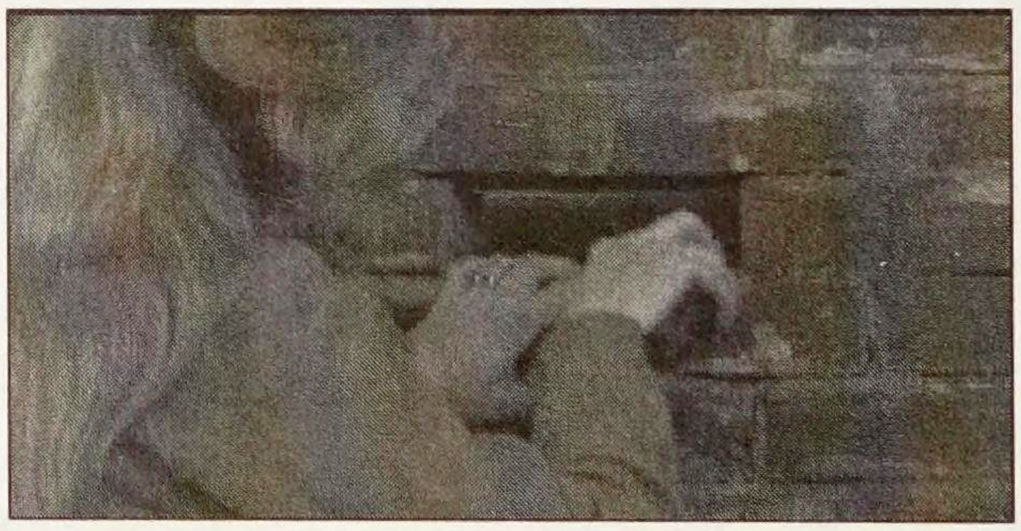
13

Phantasmagoria

If you've always harbored a fondness for the ol' demonic possession theme ("*Merrrrrrrin!*" gurgle, spit) in literature or films of the past and present, then you'll surely be able to sit through countless hours of Sierra's *Phantasmagoria* without the usual staple of consistent interactivity often preferred by the dedicated gamer.

PATIENCE IS A VIRTUE

To insure the greatest possible enjoyment of this game, prepare to be very patient with it. It has a lot to offer even the most discerning adventurers in the areas of exploration and aural and visual stimulation. However, don't try to finish it in a day, or two, or three. Absolutely don't use the walk-through, or you will find yourself scratching the bare, shallow surface of "getting through the game" (the game and puzzle part being quite weak) without experiencing any of the best parts, which lie inherently in the mood and tone that is set.



Play it at night. Turn out the lights and disconnect the telephone, television, stereo, washer, dryer, microwave, Amana side-by-side refrigerator-freezer, and vocal cords of your loved ones. Well, maybe you could leave the freezer plugged in. Entrust the hint book (and perhaps this chapter) to a stalwart soul with a hand gun who is guaranteed to charge you for

CD-ROM

Check out the CD-ROM included in this book for the demo version of *Phantasmagoria*.

any and all hints, the profits to be donated to your favorite charity. You *will* finish the game without them (or at the very least, your charity will be delighted). It just may take a while, but the word from the folks who are enjoying this game is that the escapism *Phantasmagoria*'s world offers is very fulfilling, as long as you are in no hurry to get it over with.

CHAPTER 1: YOU UNLEASH THE EVIL

There are just a few steps involved in finishing Chapter 1 (or any chapter, for that matter). The best thing to do here is to go absolutely everywhere—indoors, outdoors, and in town. Search everything you can lay your little cursor on. This will help you see the tone that is being set and gain ideas for places or objects to revisit during all succeeding chapters.

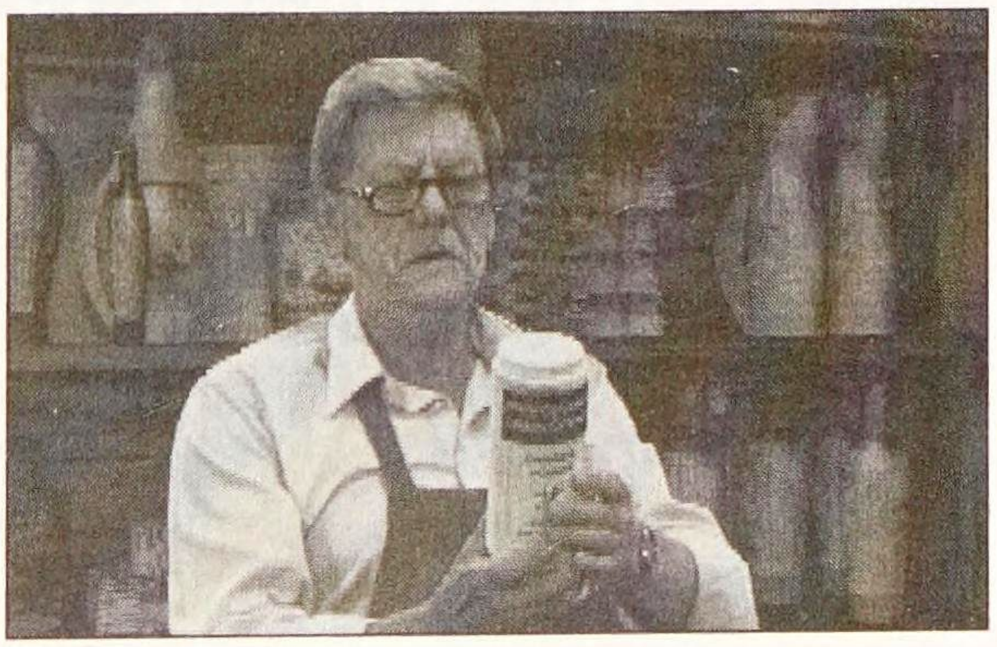
There are many *sub-sequences* of events that you absolutely never have to experience in order to finish the game—things that change or develop from chapter to chapter. But recall that searching these out is the very thing that will make the game enjoyable. Otherwise it's a matter of finding any locked door. Get a key from the Realtor in town. Open the locked library door. Open the fake fireplace with the letter opener. Enter the newly available chapel through there. Open the box underneath the Bible. That completes Chapter 1. See how boring that was?

Don't miss dealing with the fortune teller machine (rented, no doubt, from the props collection of the motion picture *Big*). In fact this is one of the things you should do in each chapter. Search the drawers in Carno's and Marie's bedrooms, the conservatory vase, the large painting on the conservatory easel, and the absinthe bottle behind the bar. Be sure to lie down on Carno's bed. There is a *lot* more to do and see here. Just take your time and be inquisitive. Visit Don in the darkroom whenever you can.

CHAPTER 2: YOU BUY DRAIN CLEANER

Buy drain cleaner? Yes, *buy* it. Unfortunately, it's the only puzzle in the chapter, sigh.

Revisit the fortune teller machine, the painting, and the absinthe bottle. Look in the box in the chapel. Bring the drain cleaner to the carriage house—the



sequence is a lot more entertaining than delivering it to Don in the darkroom. Visit the antique store.

CHAPTER 3: YOU HIRE A HOUSEKEEPER

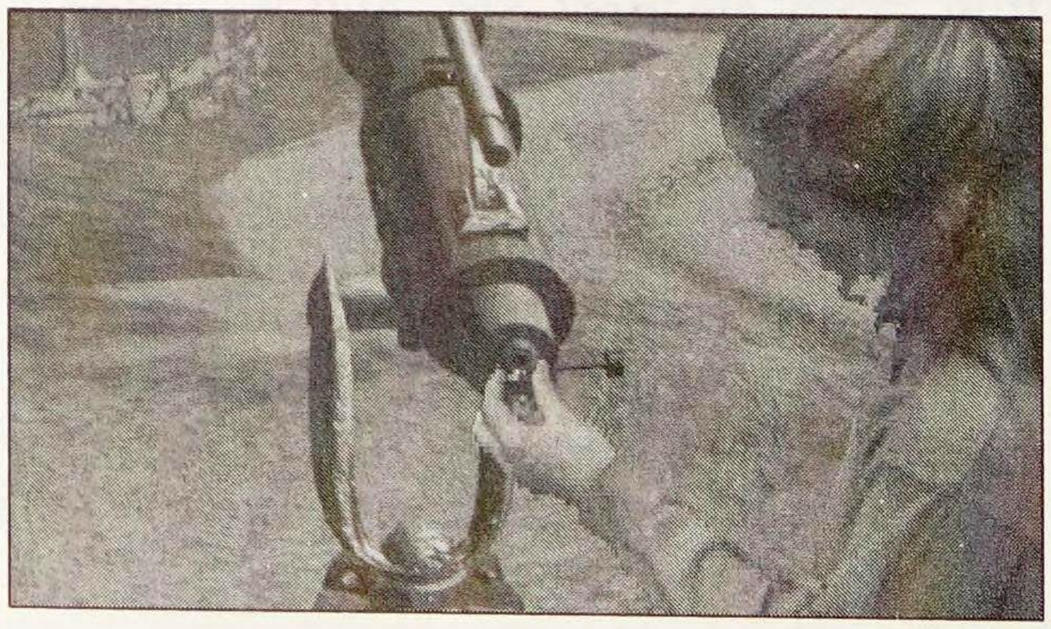
You know that big house? Yes, the one you've been ceaselessly exploring since Chapter 1. No one would single-handedly be able to battle the dust bunnies in *that* baby. So the available help is a little strange. Free the poor old harridan from the loft, and once you do, leave no hole unturned.

One not-so-obvious (except to adventure game players) tool you'll need may be found below the first floor level. For old-timers, think *Zork I*. For newbies, have you lifted *everything* in the vicinity of the kitchen? And for a real treat, there are two (count 'em, *two*) ways to solve the old get-the-key-out-from-the-*other*-side-of-the-locked-door puzzle. And up to the fourth floor you go! Malcolm's old room—hmmmm . . . Perhaps he'll talk to you if you dig up some nostalgia for him. Find his house. Perhaps he'll talk to you if you can get past his Dobie. N-n-nice doggie.

Revisit the fortune teller machine, the painting . . . OK, you get the idea. Talk to the Realtor again. What a sleaze *that* guy is, eh? Give the tarot cards to Harriet. Seek out Don. He's beginning to act strangely, don't you think? Or does he just need a drama coach?

CHAPTER 4: ONCE IN THE MORNING DOES IT

After being humiliated and brutalized by Don, you might have considered dialing 911, but for you, it's time for another glorious day of exploration. Cyrus will help you navigate the previously uncrossable ravine on the grounds. Replace the telescope's missing piece (casually lying nearby). A cursory glance points out that the *house* has a *missing piece*. A previously hidden room becomes available to explore.



Look in the mirror in the collectibles room. Find that a mysterious necklace has appeared in Carno's bedroom. Explore the greenhouse—thoroughly. Do you love carnage?

CHAPTER 5: A SEANCE!

During a seance in the carriage house, you hear that "the dragon will show the way." There is a new item somewhere on the third floor. Use it to light the way to the undiscovered inner passages of the house. Emerge from Carno's theater to find Don passed out in the reception hall. Leave him there—serves him right!

Look in the fishpond (you'll find a very sad discovery). Explore all levels of the secret passages. Pry the lids off of the sarcophagi in the crypt area. Examine the strange on-stage chair.

CHAPTER 6: MALCOLM'S DENOUEMENT

Malcolm has a *lot* more to tell you. Take notes. Don cracks up and murders the telephone man. Poor dead guy, didn't he *know* this was no time for an MCI sales pitch?

Examine a wine cask in the basement. Look into the flip-card machine in the theater. Take a look at your laptop (another recurring must).

CHAPTER 7: YOU RE-LEASH THE EVIL

Finally the writers and designers enable you to get killed. Hooray! By the end of this chapter you are in an environment where speed *does* matter. Warding off Don before he kills you, collecting anything you don't already have (although it would be unlikely that you are missing very much), and acting quickly will assist you in dispelling the Urvil that Leaks in this cursed place.

Take a corpse count as you race through the passages after finding that you can't escape from any outside door. In the darkroom, play an initial *Phantom of the Opera* prank on Don. Sizzle. Run. While strapped into the chair of death, you may buy a few

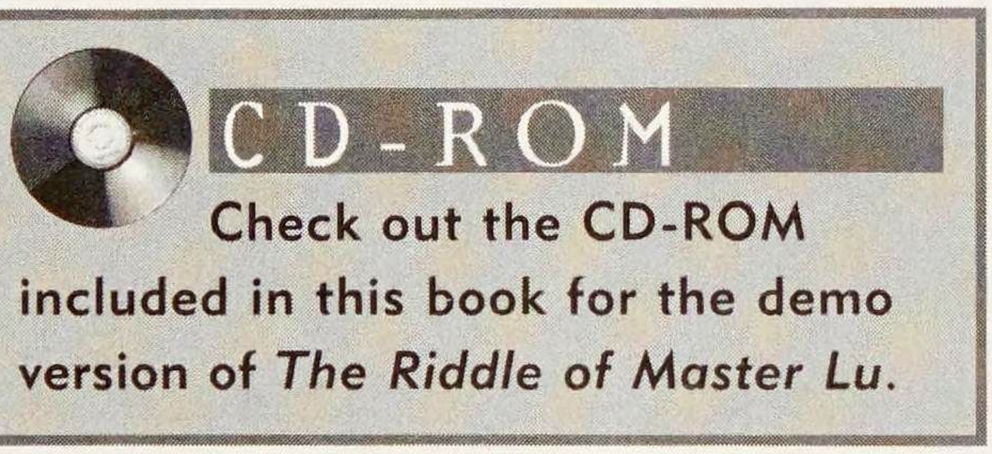
precious seconds by showing Don a piece of sentimentality from your earlier life together. Find it in a discarded garment in the bowels of the theater. In the milliseconds during which he gets all misty, you're gonna have to gut him like a dead fish. Yesss! The demon that then arises is not as easily handled. Make your way to Malcolm's crypt, running and bolting, and brush up on your Latin. You win! But be sure to die a few times first lest you miss some pretty spectacular special effects.

Why don't people *move out* of places like this when death and destruction begin? Probably because that would preclude horror buffs across the world from shouting, "No, no! Don't go in there!!!" (and spewing pea soup all over you) at the cinema. And that's as good a reason as any, isn't it?

44

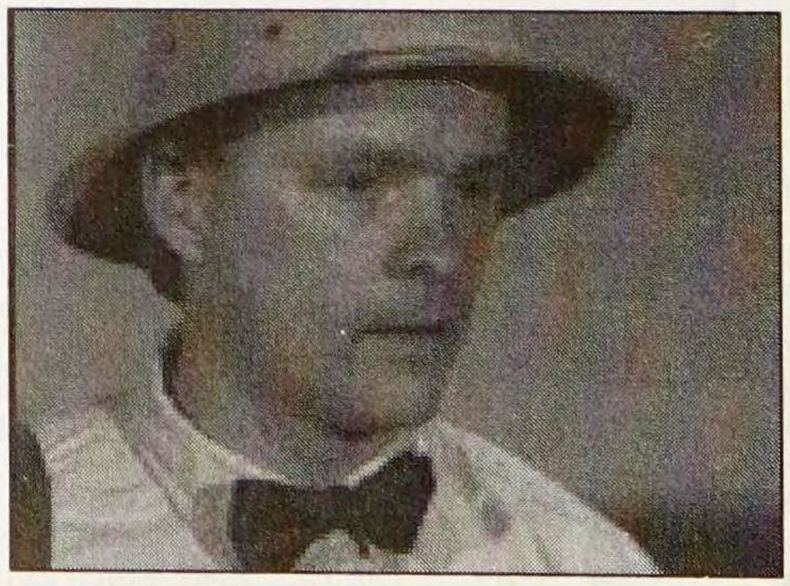
The Riddle of Master Lu

Man, is this a hard game, or what? In this chapter you take a world-spanning adventure as Robert Ripley, of *Ripley's Believe it or Not!* fame. With a plot that in many ways resembles *Raiders of the Lost Ark*, Ripley, the curator of his own Hall of Oddities, is hot on the trail of Master Lu, who was sent by the First Emperor of China, Chin Shih Huang-di, to find the elixer of life. Without question at some point you'll need help with Sanctuary Woods' *The Riddle of Master Lu*—most likely in Danzig. So here goes nothing . . .



GETTING OFF TO A DRAMATIC START

The game starts with a dramatic event—Feng Li is bound to a chair, facing a cobra. You could off the cobra with the sword, but that would be cruel. What's that on the floor? After saving Feng Li, and a near-eternal bit of discourse, walk back into your office and open your safe (now where do people tend to hide a safe . . .). Take the letter inside and read it. After you've nodded off during another epic



bit of back-story, talk to Feng Li before heading off. Then it's off to the local Posh Express for a trip to Peiping.

TIP

To save yourself a trip later in the game, you can try to take Feng Li's turtle and the treats in the drawer.

PEIPING

The first thing you'll want to do in each foreign country is purchase some of the local currency and have a chat with the local Posh dude. Now you have to get into the Hall of Classics. If you take a look at the alley next to the entrance, you'll get a hint as to how you can get in without a pass. Go behind the blacksmith's shop. If you take the wheel, it'll fall apart. Take the spokes, which will be your ticket to scaling the wall. However, that pesky peasant will follow you around and report you. He seems to like metal objects, so perhaps you can distract him.

Distraction comes in the form of the woman feeding the birds. Notice that she has a World War I helmet. You have a WWI photo, so trade it with her for the helmet. If you hang the helmet on something out of the peasant's reach, it may be enough to allow you to scale the wall. Once you've done this, use the spikes in the wall. What was that you heard?

Once over, you'll find an object on the ground that was dislodged. Grab it and remember to mail it back to the Odditorium (you'll do this with a number of objects along the way). Walk over to the acolyte and summon the priest by ringing the gong. Talk to the priest (be sure to compliment the library without comparing it). He'll tell you more about your upcoming journey. Now it's off to Danzig.

DANZIG

What joker was the architect of the this place? [*groan*] You can either talk to Wolf now or later (he's the gardener). If you offer him some marks, he'll show you the Baron's tomb. Now enter the building and talk to the young Baron. After another of those epic conversations, you'll find out what you need to do—find a secret room, locate a gem, and so on.

After everyone leaves this room, look at the sofa and you'll see something in it. More Odditorium fodder. Go to the billiard room. Here's the start of one of the nastiest parts of the game. Take the billiard ball from the table. Open the writing desk and take the keys and letter. Open the letter and read it (note the stamp—more for the Odditorium). Unlock the games cabinet with the key and open the drawer. Look at the deck of cards and you'll notice that one of the cards is missing (an ace of spades, naturally). This is an extremely

vague hint and solution, but if you look closely at the wall, you'll see an ace of spades embedded in the wall. If you open it, a switch will appear, which opens the Baron's smoking hutch.

Open the cigar box and take a cigar. Open the vent and you'll see a couple of slots. Place the billiard ball in the round slot, activating some machinery. Press the black button and leave the hutch view. The billiard table is now at an angle and can be lifted, revealing a secret passage. Walk on down.

Now for the most evil puzzle in the whole game. If you can do this one on your own, congratulations. You are a superb adventurer. In front of you is some ungodly apparatus that only exists in adventure games. Inside is the Romanov Emerald. Rather then give you hints, here's what you need to do to solve it. First consider sitting there and looking at the puzzle for a while to try to figure out on your own how the various pieces connect to one another. One thing to keep in mind is that a couple of the pieces will be used more than once.

Open the drawer and take the hose, grips, plug, and tube. Put the grips on the pump rod and the tube on the nozzles. Take the faucet handle from the faucet and put it on the air valve of the compression tank, closing the valve. Take the lever key from the wall, and put it on the table pivot. Take the periodic table from the wall, and put it in the jar. Pump the pump, open the valve, and you have the emerald. Take the periodic table. No problem, right?

Now how do you get out of here? The metal door looks like a good starting point, but it won't budge. It is, however, connected to the cabinet. Take the lever key, pump rod, and drips. Put the key on the rod and then place this combined item on the ceiling bracket. Pull on the key. *Voilà* (almost). Separate the cork from the emerald pin. Look at the emerald. Stick the emerald into the clamp hole of the jar, releasing it. Take the jar and put the cork and rubber plug into two of its three holes. Put the grips in the third hole, and now you have a watertight jar (why?). Put the jar into the lever key suspended from the ceiling.

Take the faucet pipe and put it in the glass jar, connecting the hose to the pipe. Take the tube from the nozzle and connect it to the hose. Use the tube and put it on the faucet stem. Take the faucet handle and put it back on the faucet stem. Turn on the water, which weighs down the lever and holds the cabinet open. No problem, right?

Now you find a microscope and a letter. Read the letter, which provides you with your next destination and some more hints about Master Lu. Remember the pin? Look at it with the microscope. It reads Ti and Xe, which has two meanings. Hmm, remember

science class back in high school? It's elemental, my dear, and surely you will be able to find the eXiT with these clues, since they give you the combination to the safe.

Finally, you're out! And done with the most difficult part of the game. But you're not quite done here in Danzig. Wander off to the graveyard and ask Wolf about that odd bell. Pay up and you'll find the truth of the matter. Since there must be something cool in that tomb, you'll need to ring the bell. Pull the step ladder on the stairs and climb up them. Check out the insides of the tomb. You'll need Feng Li's turtle and treats in New York (unless you got them earlier), so it's back to New York. If you do go back, drop off the oddities you've collected.

NOTE

The trip back to New York is an annoyance—how long, in those days, would it take to travel this great a distance?

Back in Danzig, the step ladder has vanished. Wolf doesn't have it, but he does have a plank and some garden tools. My, isn't he a hard worker? If you mess up his shrubs, he'll probably go insane. Or at least he'll leave this location. Why not find out?

Once Wolf is gone, take the plank (whoa, Ripley, is that a plank in your pocket or are you pining for Mei Chin?) and the edger and go off to the tomb. Placing the plank on the urns, climb up there, open the grate, place the turtle treats inside the tomb, and let your super turtle go at 'em. When he gets to them, he'll hit the rope that holds the bell, causing it to ring. Wolf opens the tomb and freaks out. Open the tomb and take the key to Master Lu's tomb.

Don't forget to send Feng Li his turtle back before heading off to Peru.

PERU

Take a look at that stele in the corner of the Posh. And what's up with all of the puffins? And that clock? Remember them for later, but chat with Mr. Posh about them. Go to scenic Mocha Moche.

Cross the tree over the chasm and talk to Emilio Menendez. Buy the head from him (for the Odditorium) for 450 inti, and give him the emerald for the shovel and ladder. Take the toy near the pile after Emilio croaks and go off to the east. Sketch the stele and go up the stairs. Take a look at the niche above the skeleton; it looks like something Ripley might need.

At the top of terrace, take a green and brown vine. You'll need to descend from the top of the building to the niche, but these vines aren't strong enough. Where did you see some vines and rope? Ah, the tree bridge . . .

Tie the two vines together and return to the bridge. This is a weird puzzle because it doesn't seem to work quite right, but you should be able to eventually make it through. What you need to do here is substitute vines for the rope, but you need extra vines in order to equal the strength of the rope. You need the rope in the end. What you do is tie the vines in your inventory to the spider on the east. Throw the vines across the chasm. Cross over, tie the vines to the tree, and take the brown vine to each side as well (crossing over when needed). Finally, take the rope.

TIP

Look before you take the rope: there are green and brown vines as well as a rope.

Once across, take everything you left off in order to cross the chasm and head back to the roof of the building on the terrace. Tie the rope to the ladder and put it on the ground. Put the altar on the ladder and climb down, taking the crystal skull. Climb back up and take the ladder and rope.

Enter the observatory to the west of the building. Check out your journal to find out the combination to the door. Once inside you'll find a headless figure. You have a skull. Wonder what you do here? There are some holes in the capstan and a chain that circles the room. Insert the shovel in the hole and push on it, rotating the room until light hits the glyphs on the wall. Sketch out their color relationships and get ready to leave. Don't forget to grab the skull and send it to New York, along with the shrunken head and toy. Now it's off to Easter Island.

EASTER ISLAND AND BEYOND

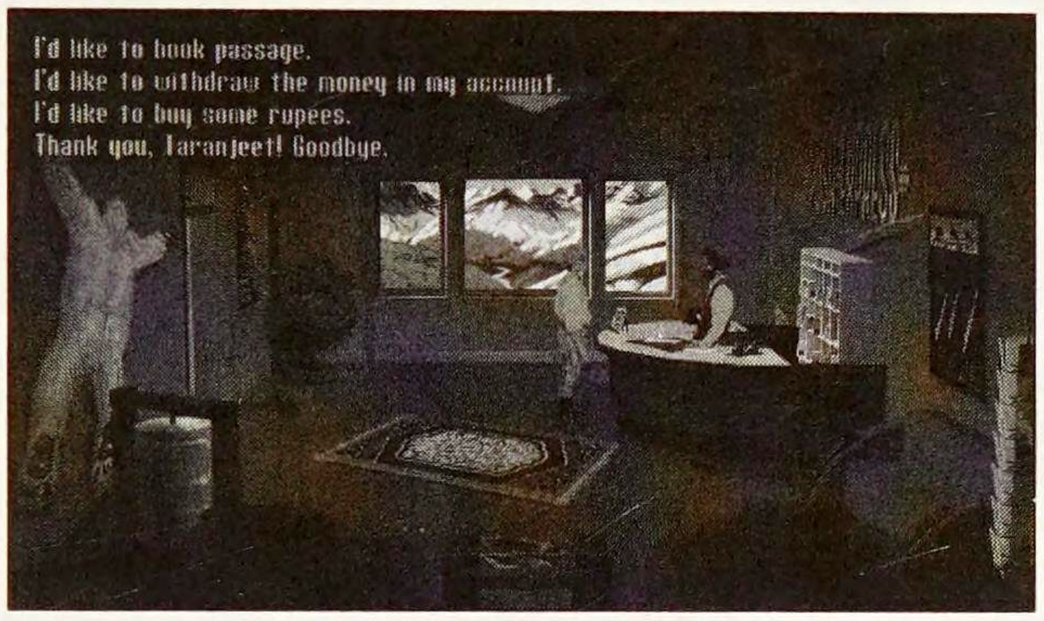
You can book a trip to Easter Island in the Peru office. Once you're there talk to Twelvetrees, the woman digging her little heart out. She'll tell you what's going on, and of course you'll have to solve all of her problems for her. Go with her and examine the statue. Talk to her again and she'll tell you about an old woman.

AT THE COVE

Go to the cove and talk to the old woman. Hmm, sounds like a puzzle, eh? To right the statue, you need to take the driftwood stump and wedge it in the hole near the statue. Now you need a lever to wedge that puppy out. Where did you see a stick? Was it near

Twelvetrees' hole? And what about that piece of driftwood that looks like a puffin? Didn't someone somewhere seem to have a bunch of birds lying around their office?

When you go back to Twelvetrees' site, you not only need the stick but also her sleeve. Enter the hut and grab the pull cord from the machine. On your way back to the cove, take the obsidian eye from the statue, using the sleeve to keep your hand from burning.



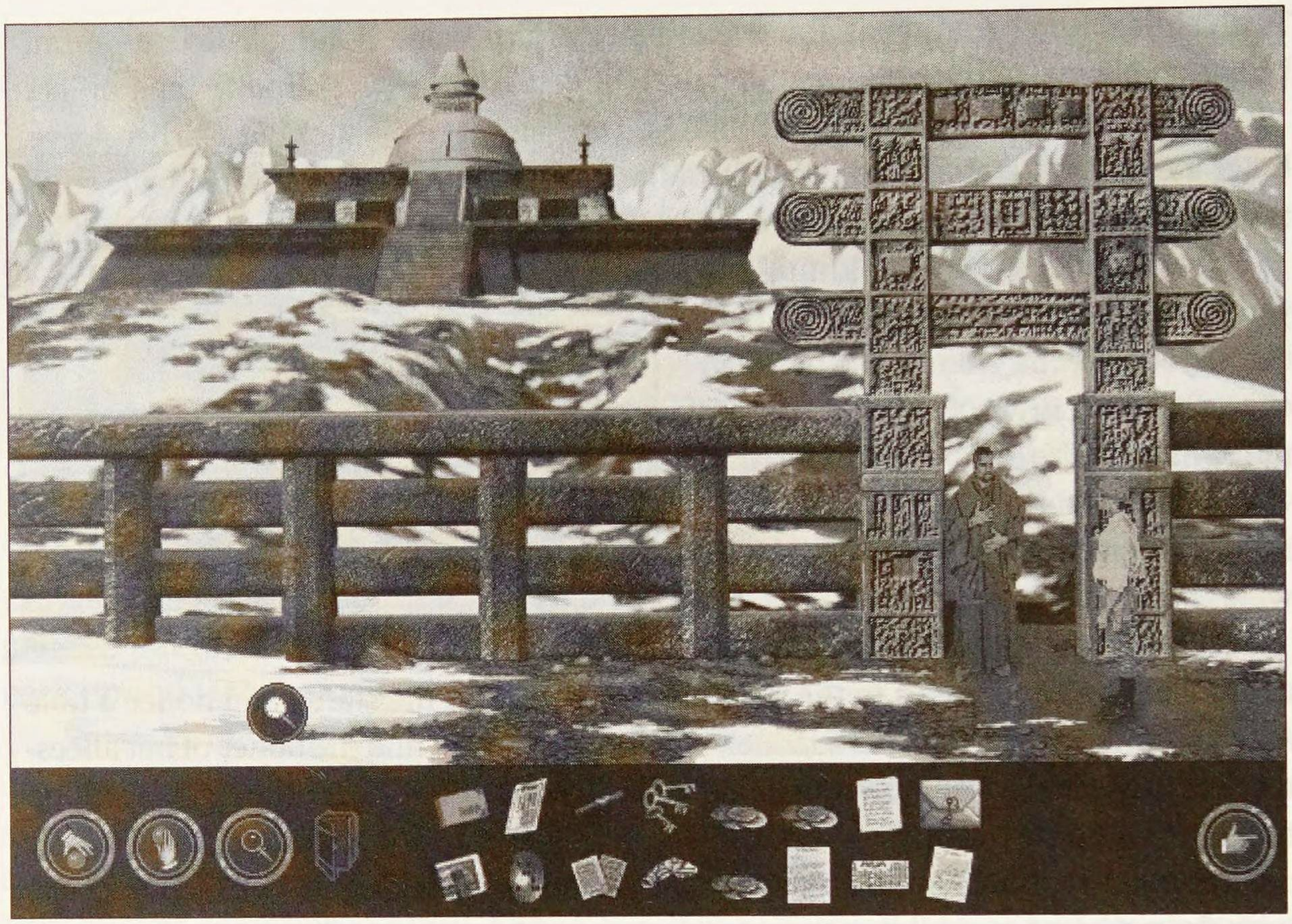
Use the stick with the stump, and you'll uncover a statue with one eye missing. If you give the woman the obsidian eye, you'll be halfway there. It's missing the white of the eye. Remember that white clock at the Posh Express office in Peru, the one where all of the puffins were? Maybe you can trade.

After you get the white clock, return to Easter Island and give it to the woman. She'll put it in the statue and notice a hole in the mountain. Using you as a ladder, she'll climb up and find the bones of her ancestor. She'll also notice something else that you will need to investigate. But who's around to help now that the woman's left? How about Twelvetrees? The goodies you retrieve are a map and a whale bone horn. Take the lighter as well. Plug the whale bone horn with the pull cord and fill it with water.

At the quarry you'll need to use the map in your journal as well as the one in your inventory. There are four statues here that you'll need to sketch—they are identified by a marking on them that corresponds to a sea animal. Once you've found them, X will mark the spot of a stone tablet. At that spot, you'll find a rock that you can't move. A little water will be enough to get that thing a slippin' and a slidin'. Once you've uncovered the tablet, sketch and take it. Take apart the horn.

When you return to the dig site, Twelvetrees will be in trouble. You'll need to lure the bad guys away from her and put them out of their misery. Open the window of the hut and enter. You'll want to somehow create an explosion if the hoods come into this room. Take the spark plug tool. Tie the cord to the wire hanging from the doorknob. Use the spark plug tool to loosen the gas tank plug. Use the pull cord on the plug. Light the lighter and place it under the gas tank. Blow the horn and jump out the windows.

Now that you've figured out everything at Easter Island, send the horn and map to Feng Li and head off to Sikkim.



A cigar may be just the ticket to the temple.

SIKKIM

At the Posh Express, talk to the agent and take a copy of the brochure about Prayer Wheels. Go to the Temple of the Hidden Way and talk to the guard. He won't let you in, but he tells you that Master Lu was once here. If you look closely at the guard, you'll notice he has a ring. You should have a cigar in your inventory, and the band on it will fool the guard into thinking you're a member. He'll also mention that the thugs have already been there and offered a couple of monks. Now it's up to you to discover the Hidden Way.

This is an interesting puzzle, and here's the exact solution for it. (Try it yourself first.) It's a unique puzzle where you have to place the correct prayer wheels with the monk that wishes to study that prayer. The explicit solution is mapped out in the following table.

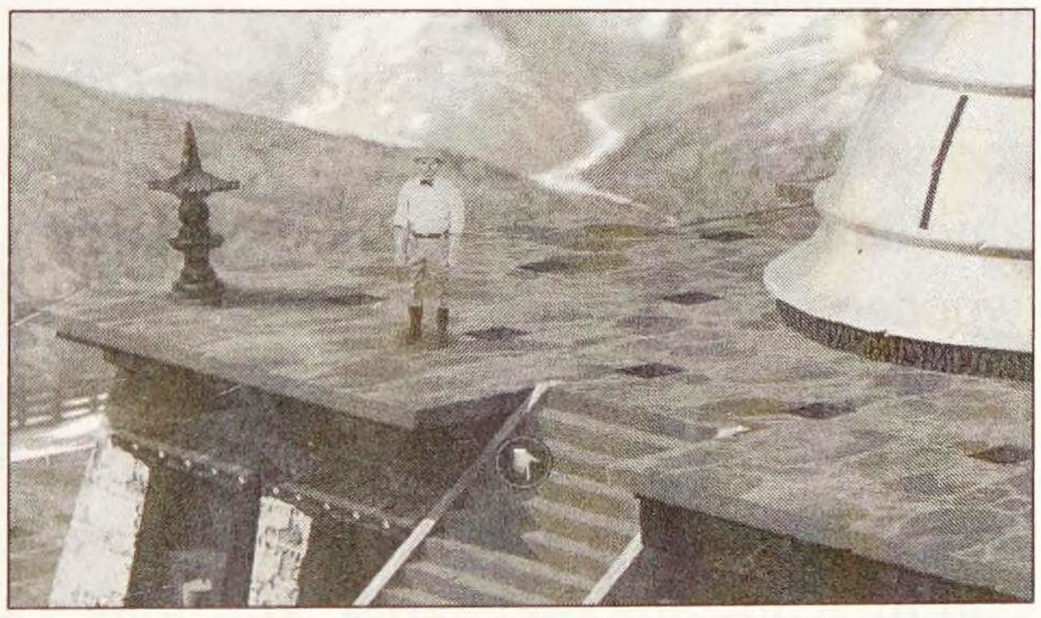
SOLUTION TO THE TEMPLE OF THE HIDDEN WAY

GO TO THE TEMPLE'S . . .	DO THIS . . .	TAKE . . .
south face	talk to the monk on the far right	Serenity
east face	talk to the monk at the near left	Peace
north face	talk to the far left monk talk to the far right monk	Insight Truth
west face	talk to the near right monk	Wisdom
south face	put Wisdom on the far right	
east face	put Serenity on the near left	
north face	put Insight on the far right	
west face	put Truth on the near right	
north face	talk to the far left monk, who'll tell you where to enter the temple	
west face	enter the opening	

Now it's time for a maze—yes, a maze—and a boring one at that. You have to pull the ropes to light the next room. Here's once again an explicit solution to this thing (north is up, south is down, etc.).

E, N, E, E, S, W, S, E, E, take the chisel, W, W, N, E, E, E, S, E, N, N, W, W, N, E, E, N, W, W, N, N, W, S, S, W, S, W, W, S, W, N, W, S, W, S, E, S, W, W, N, N, N, N, E, E, N, N, N, N, E, E, E, E, E, E, S, E, N, E, S, take the burner, N, W, S, W, W, W, S, S, W, S, and go up the ladder.

You're out. In the interior of the temple, look at Lu's book. Ripley will copy the Chinese script. Leave the room (no, you won't have to re-negotiate the maze). Telegram Mei Chen to translate the script, send the chisel and incense to Feng Li, and you're off to Peiping.



PEIPING

Now you're back to where it all began. When you go back to the Hall of Classics, enter and you'll find the acolyte has been killed. As Mei Chen uses the key on the tomb, you're able to translate the scripts. At this point, the thugs return and smack you upside

the head. After a tussle, Mei Chen is able to remove the thug's gun, launching it into a fire. As it fires random shots (hmm, couldn't you just wait until it's out of bullets?), go outside and grab the gong and mallet. Put the gong over the fire. As Mei Chen kicks butt, give her a little help by pushing over the loose tablet on the right.

The page where you sketched in the solution for entering Lu's tomb is gone, but the journal isn't. Use the gong in the gap in the stones to retrieve the journal. There is some charcoal on the ground. Take it and use it on the journal. Ripley will be able to make out the indention on the page that followed his final entry, and now it's off to the tomb.

THE EMPEROR'S TOMB

Wouldn't you just know it would all end up at a farm? OK, so maybe you didn't. Talk to the farmer. Look at the pottery near the farmhouse. Ask the farmer about it. Buy his shovel, open the cellar door, and enter it.

Once in the cellar, pull the rice sack. Look at the terra cotta. Dig until you uncover an arm. Pull on the arm and uncover a hole. Go back outside and ask the farmer for a lantern. He gives you a match. A match? That's it? It'll do. Go to the hole and light the match. You drop it and light up the whole place (so much for a subtle entrance). Enter the hole: you and Mei Chen will be in the west vestibule of the tomb.

There are a series of corridors here. Enter one of them. Remember the translation of Lu's tablet? "Push the fifth blue man, pull the first red man." Do just that. Take the beam that is in the farthest corridor, and push the chariot in the second corridor. Enter the east vestibule.

Here's where the game becomes *Robert Ripley and the Temple of Doom*. There are footprints leading beyond the door, showing that someone is already here. Take two shields from the statues and the short wooden post. Push the chariot east.

Ah, the old "crossbow darts in the wall" trick. Before you try and figure out how to get through, take the crank. Now continue pushing the chariot. The bolts will hit it, sparing you from adding a few more orifices in your body.

Now you're faced with another puzzle. Put the crank into the slot at the entrance and crank it open. Put the

small block under the crank to keep it from closing and quickly put the large piece of wood under the door. Take the post and the crank and continue.

Now you're faced with yet another puzzle. You need to cross this bridge. Push the large wheel three times to rotate the bridge to your side. Look at the hole. Put the shovel in the hole, and pull the wheel so that the shovel is resting against the chasm. Give Mei Chen the crank. She can walk across the chasm while Ripley stands on the shovel. Once across, She'll use the crank in the wall, which causes a bolt to appear on the other side of the chasm. Mei Chen will use the crank again to put the bolt in the wall, and now you should rotate the bridge back to its home position. Have Mei Chen use the crank again and the bridge will be secured. Go east into the tomb.

Admire the tomb. Pretty, isn't it? Look at the lake. Walk to the shore and test its depth with the shovel—uh oh, too deep. Use the shields on the lake and you'll surf across. In the mausoleum, take the Seal. Didn't you see *Raiders of the Lost Ark*? Never just *take* the prize! Leave the room and the whole end game will be played out for you. Now wasn't that worth it?

15

Ripper

Take 2 Interactive's *Ripper* is a curious mix of linear and nonlinear gaming. This game is a huge multimedia extravaganza that takes the original Jack the Ripper story into the year 2040. Its science fiction twist of travel through cyberspace provides puzzles in an environment where they seem to belong—unlike many other games in this genre, they don't just pop up as non sequiturs.

CD-ROM

Check out the CD-ROM included in this book for the demo version of *Ripper*.

RIP IT!

Although you can solve certain puzzles in any order, the game bottlenecks from time to time—either because you haven't talked someone to death or because a puzzle is blocking you. Get used to doing a lot of traveling to talk to your contacts multiple times per Act.

Since you can't replay conversations except from a prior save, it's a good idea to save before talking to each person, exhaust his or her knowledge, and save again only after you're sure you've noted everything important that was said.

Most things you'll find along the way aren't inventory items; they're scanned into your WAC database. Look at (or listen to) everything you scan. Catherine's electronic journal, for example, changes with time after

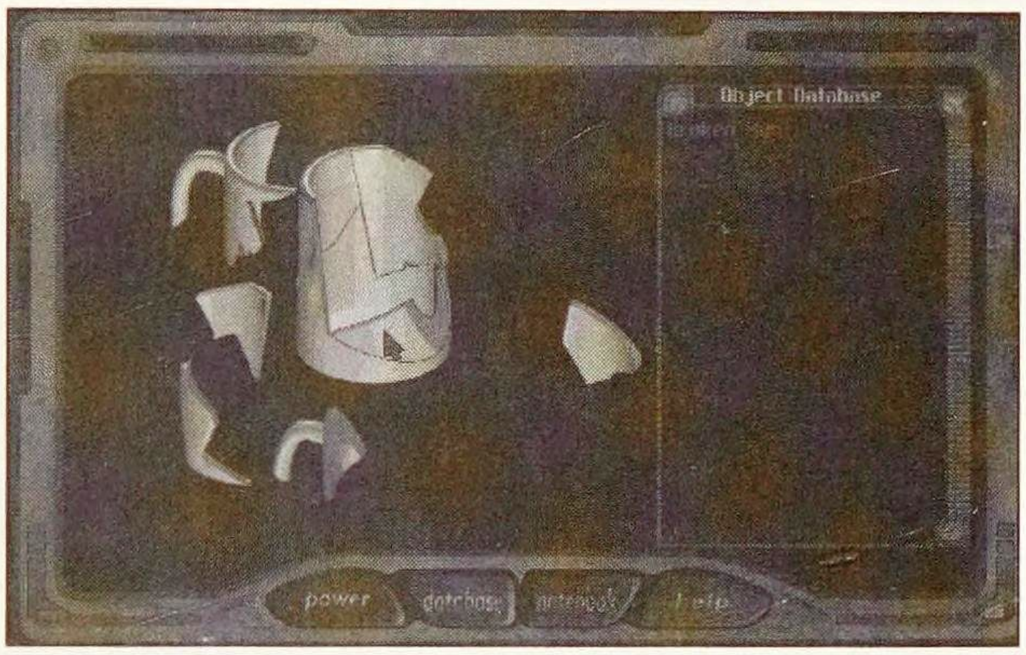
you've started the decryption process in Act 2, so forgetting to monitor it can seriously hamper your progress. The hints given in this chapter are based on playing the game in medium puzzle mode.

PROLOGUE

A nifty little partial walk-through in the back of the game manual covers everything your ace reporter ego Jake Quinlan can do in the Prologue except putting together the broken mug. Complete this 3D jigsaw puzzle by first turning the largest piece upright to use as a reference point. Attach this piece to another that forms part of the cup's back. Before leaving the crime scene, note the library Stein was logged into when she was killed. Her computer provides a clue that the librarian will confirm later, and you can't return to the crime scene after the Prologue.

TIP

Get used to doing a lot of travelling to talk to your contacts multiple times per Act.



ACT I

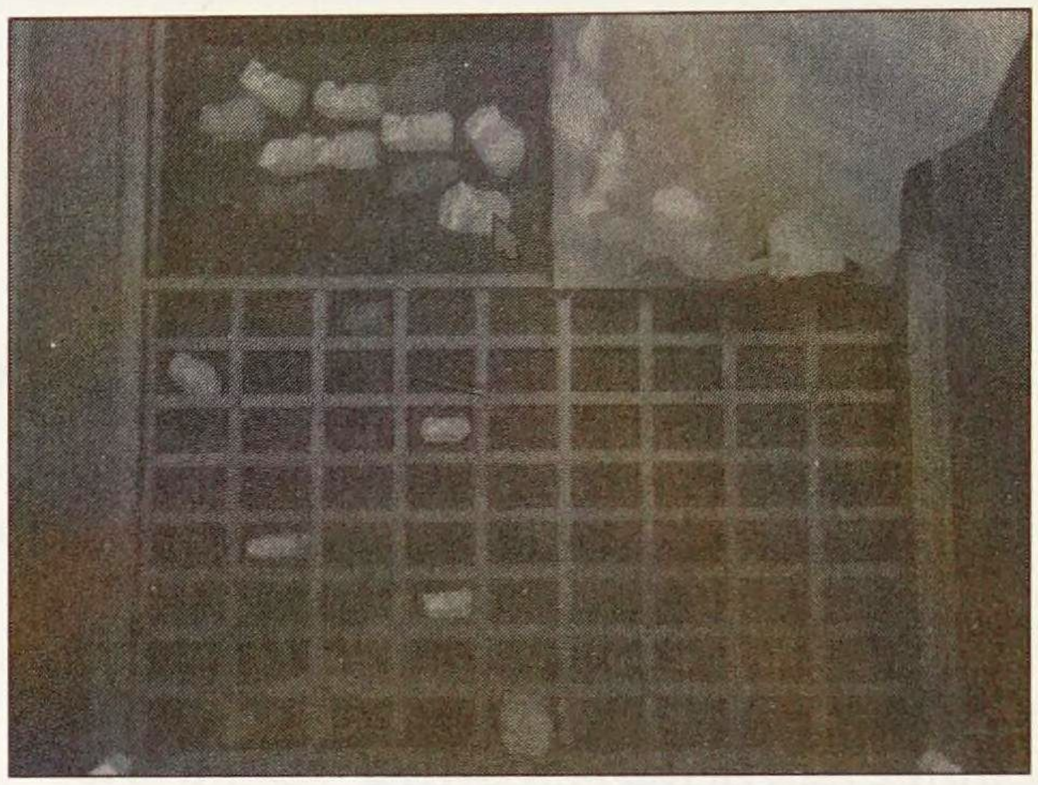
You can talk to three folks at the police station, starting with desk sergeant Brannon. Spankowski in the evidence room reacts best when you make demands. In Magnotta's office, check out his cigars, then scan both documents on his desk. When he interrupts you, talk to him. No subjects are off limits with Magnotta, so don't worry about making him angry. Brannon has more to say after this.

Hop over to the Tribeca Center to see your contacts: Santiago at the reception desk, Burton and Cable in the ICU, and Farley in the morgue. Talk to all of them in order. In the ICU, view the holographic journal and the Ripper image on the monitor. Catherine is in the room to the back, but she'll be too out of it to talk right now. At the other end of the hall on this floor, you'll find a locked door. It'll stay that way until Act 2.

Farley, it turns out, likes to gab. He'll tell you about Gambit Nelson, who you can find at the Cafe Duchamp. Farley will also narrate his findings about the three stiffs lying along the wall when you poke at them.

Visit Catherine

At the Cafe Duchamp, chat with Nelson and the bartender. You can down as many beers as you like, but it won't get you more information. Head over to Catherine's apartment and scope out the two posters on her walls (and a laser cane, whatever that might be), her computer, and a birthday card from Jake. Catherine's birth date is on the card. What's her sign, baby? Hint: it starts with a P. You'll see her crystals here, too. (A note in the newsroom from Catherine to Jake suggests looking to the crystals for help if anything happens to her.) The diagram of Catherine's birth sign on the astrology poster is your map to this puzzle. Colors don't matter. When properly arranged, the crystals illuminate a word prominently displayed on a book's spine. That's Catherine's well address. It's important, so commit it to memory.



Visit Covington

Drop in on Covington Wofford at the Wofford Cottage. He'll challenge you to discover the secret compartments in the cottage that lead to his dead brother Hamilton's well address. When you flip the power switch on the set of vacuum tubes in this room, you'll discover a slight problem with the archaic technology Hamilton used.

Covington's living room contains a table with an unusual contraption on it. The buttons operate switches in a maze that a ball rolls through. Only one path in the maze leads to the goal at the bottom right-hand corner. When you've found the right switch settings to reach this goal, you'll get a fresh vacuum tube for your efforts.

Beyond this table are three clocks and a time zone chart. Each clock represents a country. The key to this puzzle is upstairs on the Wofford brothers' bedside table. You're in New York, so the clock in the bedroom reflects New York time. Refer to the time zone chart to set the three clocks (think in 24-hour time). You'll get vacuum tube number two when you've set the times correctly.

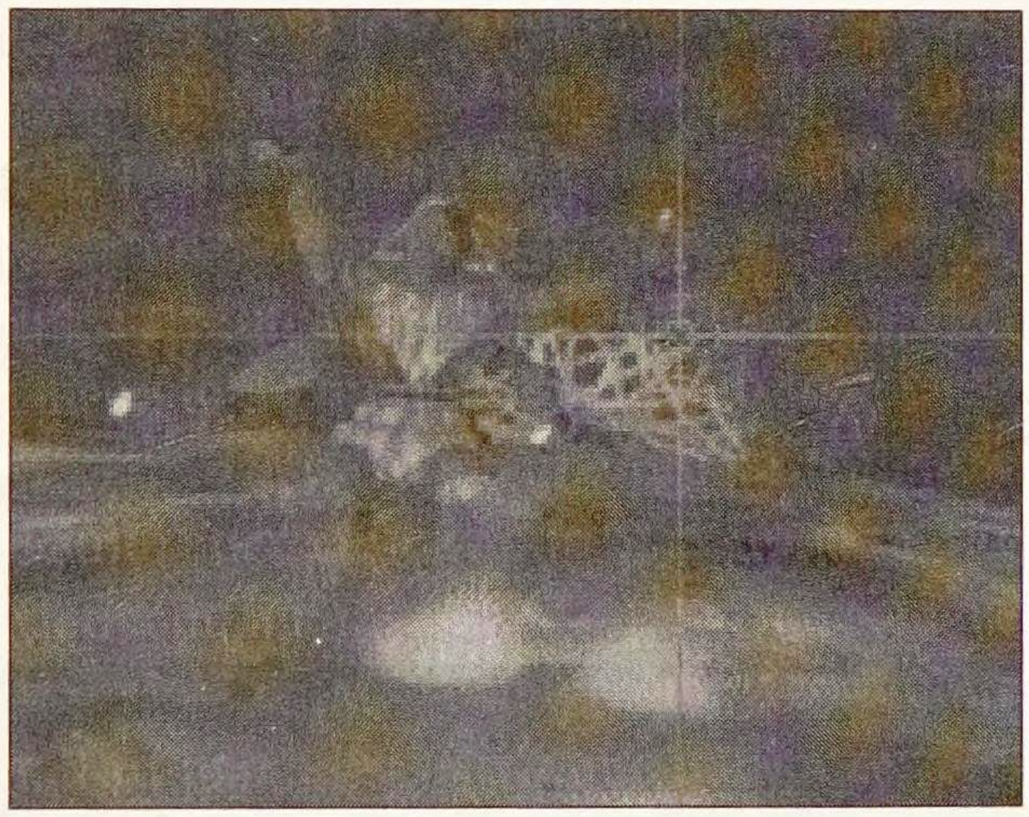
Also in the bedroom is a quaint little gizmo that turns out to be a rather elaborate bank controlled by buttons. You'll need to find a code to use here. Luckily, the code is on the landing of the staircase you just went up, on the plaque commemorating

Covington's first patent. Note the "X2," begging you to multiply the patent number. You can use the calculator in the newsroom, or do the math in your head if you're a left-brain person. Your answer is the denominations, and the order, of coins to send down the chute to that insufferably happy cowboy. Hello vacuum tube number three.

Now you can fix the vacuum tube set, power it up, and get Hamilton Wofford's well address. It's important, so commit it to memory (where did you hear that before?).

Browse the Library

You can deck into cyberspace right from the Wofford Cottage. Read all about the Ripper murders at the Virtual Herald. Visit the Virtual Library and talk to the librarian. A floating screen here holds a note with call numbers on it. One is scrambled (wouldn't you know, it's the one you need) and you have to make it look normal. Recall Stein's last log on—to the Victorian library—and choose the first two letters of the other Victorian title listed on the card. For your last letter, think alphabetically. Sound out the material in brackets after dropping out the @ and the _, then translate the phrase into numbers and add one to get the call number's middle. The right sequence gets you a Ripper book, but just try to find something to do with it.



To enter a private well, you must type its address. The Wofford well offers only a chance to admire Hamilton's virtual Victorian city. At Catherine's well you'll have to dance with the ICE—a robot with jets where its feet should be. Shoot the jets when it retreats, and raise your shields when it attacks. Icing the ICE gets you Catherine's electronic journal. It's encrypted, though, so it won't do you much good without a decryption key (which you'll get in Act 2).

Continue Roaming Cyberspace

Now's a good time to go to the newsroom, talk to Dodds, and scope out the news desks. Read Catherine's address file thoroughly. One of the strange numerical entries will help in Act 3. When you've found Soap Beatty's address, you can go to his smoke house.

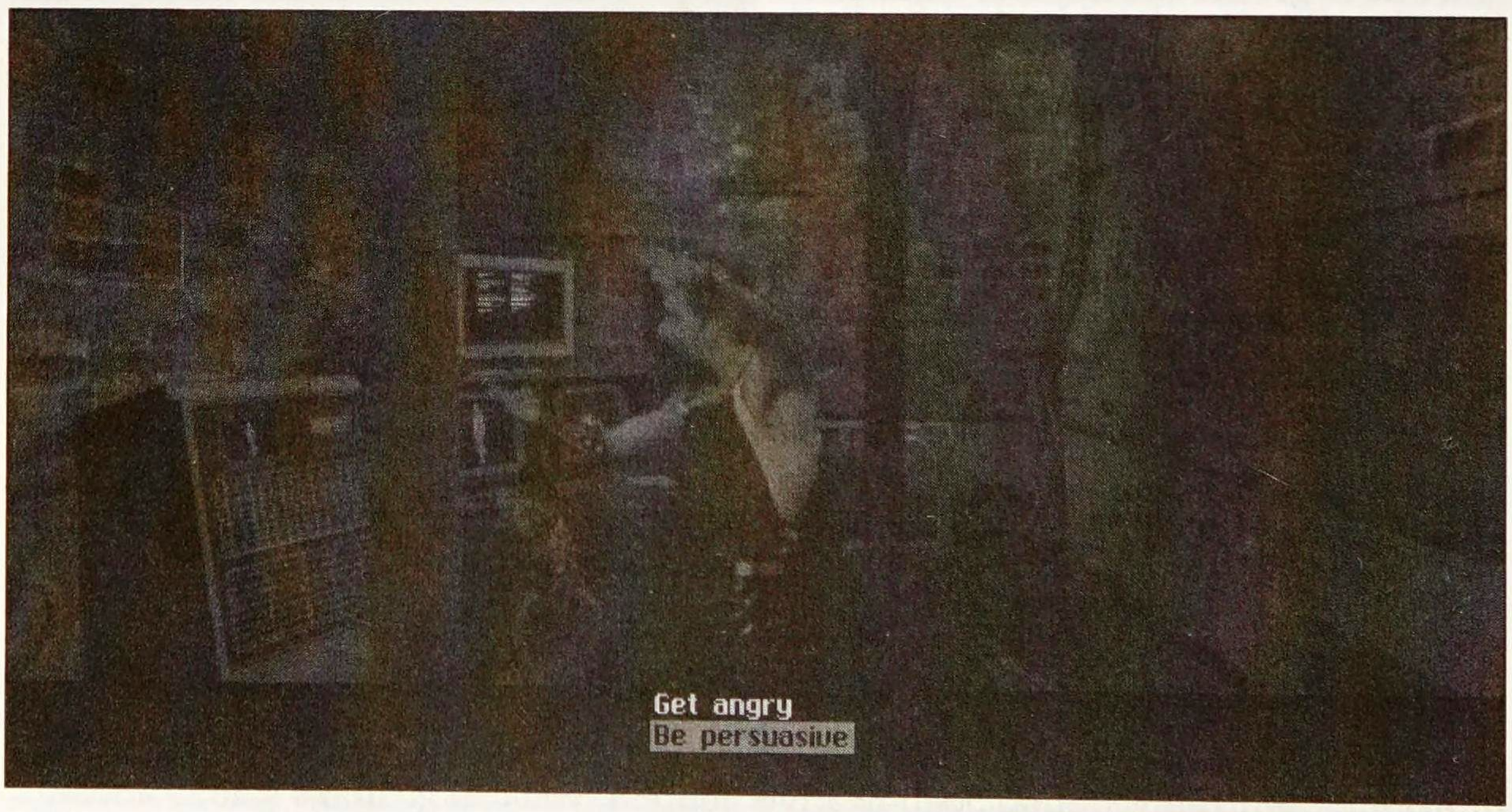
After talking to Soap, browse his magazine selection. An article on chipset analysis will be helpful later. Talk to Magnotta at the police station again—he should mention Falconetti. You should now have an option to go to Falcon Eddie's safehouse. If you don't, visit all your contacts again and make sure no one has anything more to say to you.

At the safehouse, get angry with Twig. He'll cave and give you a well address for Eddie. If you've tried to be persuasive, listen carefully to the repeating voice in the background, and remember to think Ringling Bros. A very big Ringling Bros., in Latin no less.

Use the new address at Falconetti's Circus. You'll have several options when talking to Eddie; one that works is to tell him you're a reporter and then to talk about Catherine Powell. Eddie will agree to help you if you can pass his shooting test. Try to shoot only bad guys. The order repeats, so if you like, you can do a trial run and shoot everyone to identify the bad guys before trying to win. When you've got them straight, shoot as many bad guys as possible as many times as possible. One shot each won't beat Eddie's high score.

After beating Eddie, return to the safehouse and talk to Twig. He'll open the door to Eddie's inner sanctum for you. You can mention the Ripper case to Eddie if you want, but what he's really interested in is getting to Magnotta. When you've tempted Eddie with that attractive alternative, he'll agree to meet you at the Tribeca Center.

Insert disk 3. You're ready to plow ahead with Act 2.



Get angry with Twig, and he'll spill his guts about Eddie's private playland.

RIPPING ALONG TO ACT 3

Eddie has agreed to meet Jake at the Tribeca Center to help with Catherine's unfortunate comatose state. As you proceed with Act 2, recall your short-term goals that you want to carry over from Act 1: decrypting Catherine's electronic journal, opening the locked door in the Tribeca Center, and restoring Catherine's memory (especially what she knew about the Ripper).

ACT 2

Now that you're in a new Act, your contacts will have new things to say as well, so visit all available locations and talk everyone to exhaustion again. Return as often as necessary to confirm that people aren't holding out on you.

A Visit to the Tribeca Center

Talk to Santiago at the reception desk (several times). In the ICU, indulge what should become your habit of checking the Ripper image for progress, then go see Catherine. Talk to Burton and Falconetti; Burton leaves in a huff, but Eddie's ready to deck into Catherine's brain. If you talk to Eddie a second time, he'll suggest that you deck in through the computer to the right. So do it.

The pinkish/grayish globules coming at you are brain ICE. Shoot as many as you can. The more you shoot, the more time you give Eddie to establish the link to Catherine's brain. If you're having trouble here (or with any of the battles) there's no shame in switching to easy combat mode. In easy mode you only need to shoot about 50 percent of the brain ICE. When Eddie's made the link, he'll join in the battle; you can just sit back and relax.

When the coast is clear, try talking to Catherine. She'll just moan, but at least now you know the drill. When you've found information that can help restore her memory, you can deck back into her brain without fighting the brain ICE again.

Down in the morgue you'll learn that Farley's gotten the axe and a new pathologist, Eppels, is now your contact. Don't let this wimp's protests stop you from grilling him.

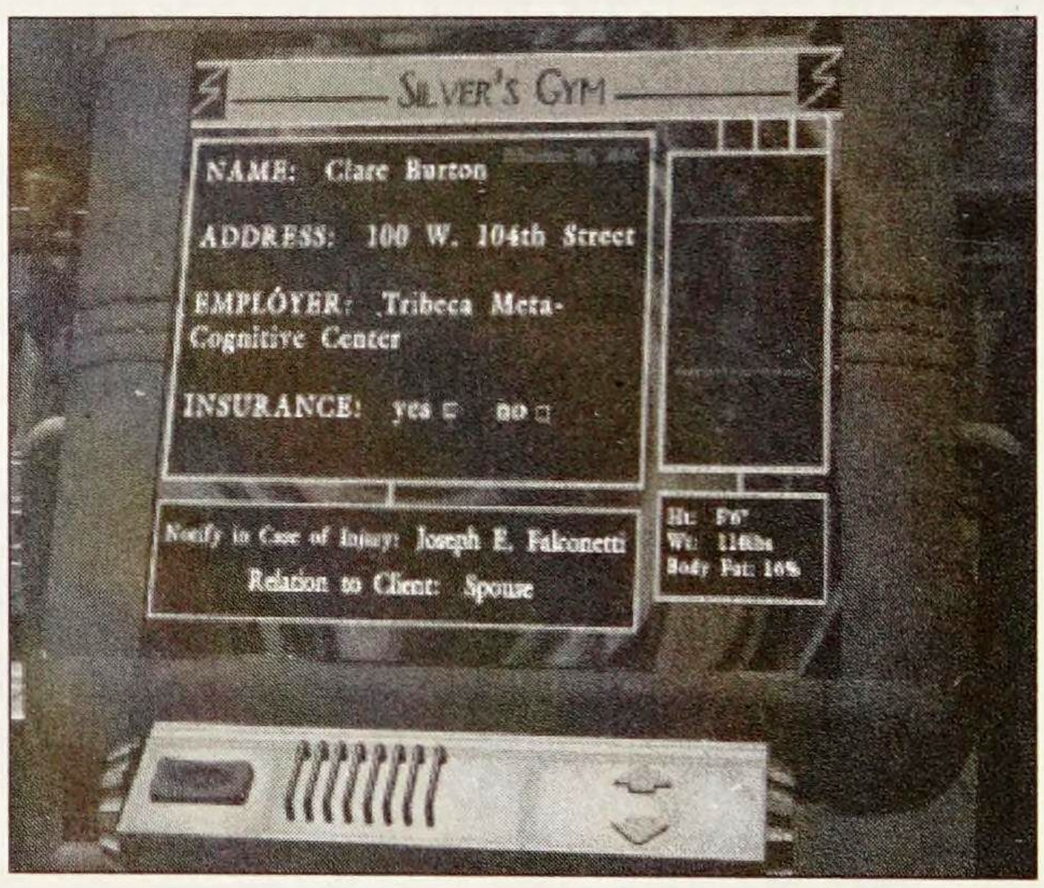
Surprisingly, back at the reception desk, you can take Burton's scan card without so much as a peep out of Santiago. Forget everything you learned playing other adventure games. You don't have to talk to Santiago, much less distract her, to get the card.

On the wards floor, unlock Burton's office with the scan card. Scan two items on her desk into your WAC. There's an easy-to-miss screen in the office. Explore all your movement options until you find one that lets you look at the open book lying on the credenza and the anatomy model.

Visit Your Contacts

At the gym, talk to the receptionist and check out the computer to learn some history about Burton and Falconetti. Burton is in the back walking on a treadmill, so talk to her, also.

You can chat with Brannon at the police station, but Magnotta won't be in his office for awhile. Take Magnotta's scan card from the counter (Brannon, like Santiago, won't stop you). Spy on Magnotta from within room 219-C; raise a screen and there's Magnotta doing his job. When he shuts you out, look again.



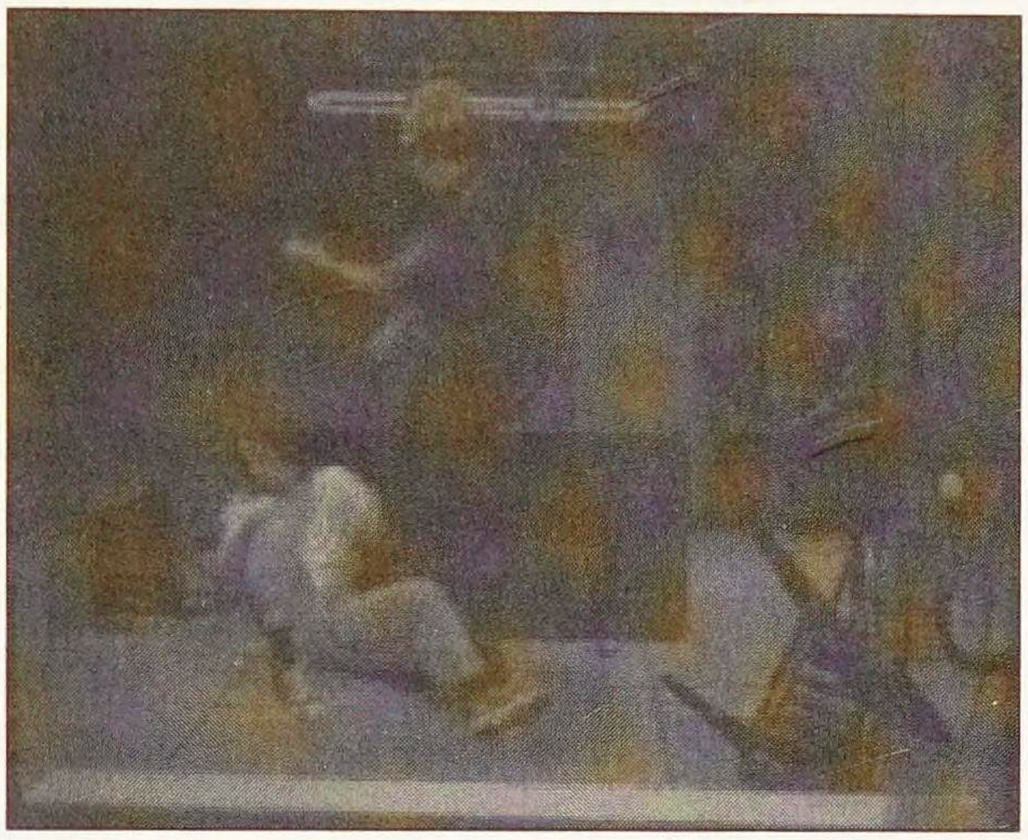
Continue on to the file room. One file drawer requires a key. Use Magnotta's scan card, open the drawer, and read his personnel file. A word in the file will decrypt Catherine's electronic journal (to 50 percent for now, but it will resume later).

One method for continuing at this point is to talk to all of your contacts, go to Catherine Powell's apartment, and then to the university. At the safehouse talk to Eddie; at the newsroom talk to Dodds. Soap won't have anything of substance to say now. Back at the Tribeca Center's ICU, talk to Cable a couple of times. Deck into Catherine's brain to unload the first pieces of information toward restoring her memory.

A Book, a Disk, and Two Bugs

At Catherine's apartment, locate the book safe. This isn't a puzzle, so don't treat it as such, or you'll want to kick puppies. The combination is in the third numbered

paragraph of Catherine's partially decrypted journal, starting with "At first, I didn't have two nickels to rub together." Assign a numeral to each such reference (i.e., "At first" gets 1, "two nickels" gets 5, 5). Mentally number the six buttons on the safe 1 through 6, starting at the 12 o'clock position and moving clockwise. Push in your six-digit combo. A data disk will pop out.

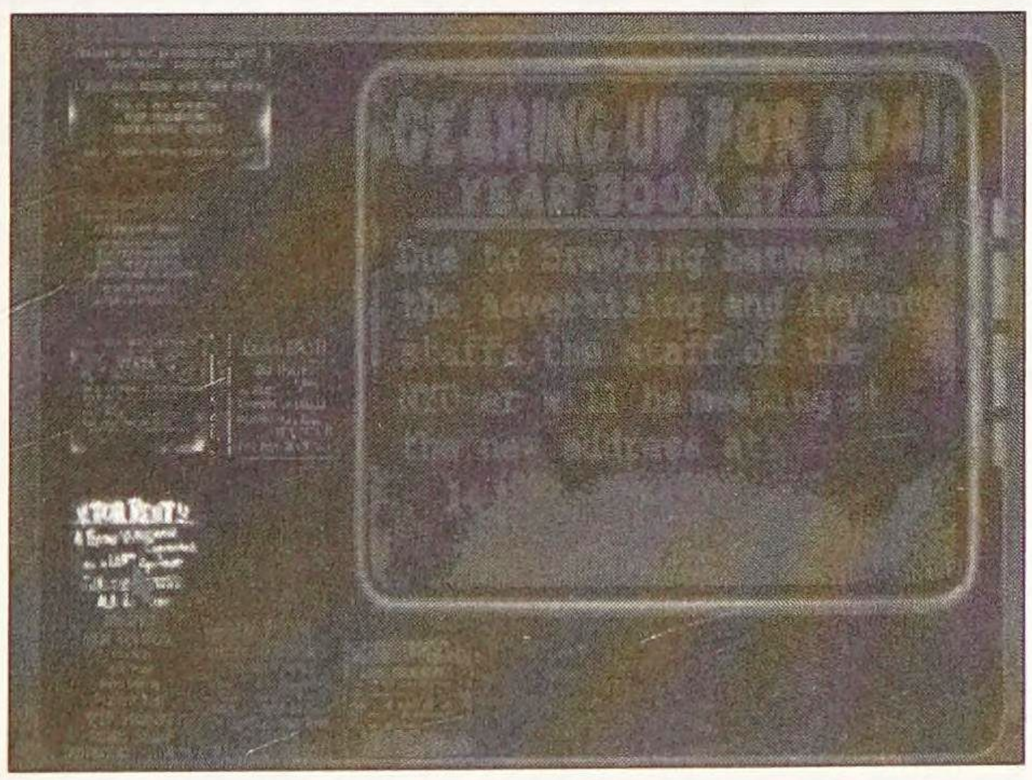


Use the data disk in Catherine's computer. You'll be presented with an equation that will make the liberal arts majors among you cry. Luckily, you don't need to solve for the X. Turn on the newsroom calculator and plug in the *entire* equation exactly as written. Take your reward: two surveillance bugs.

The bugs' shapes suggest where to place them. Use one bug in Magnotta's cigar box. (While in the neighborhood, go back to room 219-C and watch Magnotta at work again.) Use the other bug in Burton's anatomy model.

Investigating the Web Runners

At the university, talk to Professor Bech. In the hallway, arrange five of the flyers horizontally along the bottom of the bulletin board, starting at the bottom left corner. Some contain a single word you need, others several. After solving this puzzle, note the numbers at the bottom of each flyer you used . . . because you'll need them to open the electronic lock to the Web Runners' loft. Inside, talk to Yamamoto and look at the pictures she mentions.



To learn more about the Web Runners, talk to the founders and go to the archives. You may get a transmission from Stephanie Jordan asking you to meet her at the Web Runners' Loft while you're making your rounds, or it may come later. If it comes while you're scurrying from place to place, go meet Jordan, then finish talking to Burton, Eddie, and Magnotta.

You'll be too late—Jordan's dead. You can't talk to the cops at the scene, so content yourself with Yamamoto and the pictures on the wall (something's missing . . . ooooh). After learning of Jordan's death, ask all your contacts about this latest murder.

Use the address Yamamoto gave you and confront the sliding tiles ICE at the Web Runners' Archive. Conveniently, Alt + H shows the completed puzzle while you're working on it. The blank space should end up at the upper right-hand corner. Put together the lettering at the bottom, and then the spider portion. You shouldn't have to disturb the lower three rows after you have them set up.

View the screen inside the archives eight times to get the low down on each of the eight Web Runners celebs, then go fill Catherine in. While you're in the Tribeca Center, check the Ripper picture and admire its progress.

Talk to Magnotta again, and to Burton. When the original Web Runners among your contacts are talked out, look for Jordan's body in the Tribeca Center morgue.

Burton's Secret Lab

Chat with Eppels. He'll volunteer some limited help if you fix his computer.

Work on the bottom portion with the letters first.

The circuit manual from Soap's contains all the information necessary to perform this surgery. Start with the center circuit that has the closest connections (place the PELT chip here). Use the quirky KOH and PETE chips in the lower, distant positions. When the computer is fixed, you'll learn that Jordan's body is through a door right there in the morgue, but another voice-locked door blocks your way.

Catherine's journal has continued decrypting, and the fourth numbered paragraph relates her thoughts about the voice lock. Follow her lead: visit Soap and the Virtual Library. At the gym, record Burton, then return to the voice lock screen. Using the editor's quantize function, create and play your own recording that tells the door who *you* are and to open up. Avoid connecting lines from the quantization in your new recording. Your command must sound natural to fool the door lock.

In the secret lab, look at the chart appended to Jordan's body. Use the gadget on the counter to see a video of Burton torturing a monkey. The monkey knows why Burton's hiding her lab, and you can shock it into telling you. Set the levers and push the button until you get two statements out of the monkey, a partial sentence and a full sentence.

Finishing Moves

Talk to Catherine, Cable, Burton, and Magnotta again. Check the electronic journal for Falconetti's second well address.

The ICE at Falconetti's well is another sliding tile puzzle, but with specific movement rules. Set up the tiles around the periphery first, then the ones in the center. Using Alt + H helps here, too.

Inside Falconetti's well, look at the book and two documents. When you've completed all of the above and left the newsroom, you should get a WAC transmission from Farley. If you don't, try talking to your contacts again. When Farley calls, meet him at the Cafe Duchamp. Prepare yourself. It'll be an explosive meeting.

You're ready for the third and final act of *Ripper*. If you run into a roadblock, play *Ripper* until you regain some fortitude. No kidding. Type `RIPPER` at the DOS prompt, and see how long this Easter egg keeps you amused.

ACT 3

At the beginning of *Ripper's* third and final act, you'll suddenly find yourself with tons of places to go, people to see, and tasks to complete. As you progress, you'll gather

some extremely subtle clues about who your Ripper might be. Again, puzzles can be solved in different orders, and certain events may occur according to different chronologies and depending upon how your game unfolds. So that you'll have the satisfaction of discovering your own villain, clues that help to identify each of the four possible Rippers are not discussed here. But be on the lookout. A breakthrough in your case may come from conversations or things you see or read. Don't forget to examine everything scanned into your WAC.

THE POLICE STATION

You'll receive a transmission from Nelson before you control the action. Remember to follow up on his suggestion, but since you start in the police station, you might as well talk to Brannon and Magnotta first. Catherine's electronic journal has finished decrypting; read it, and you'll learn she has more notes elsewhere. To find them, go to Magnotta's apartment.

MAGNOTTA'S APARTMENT

The door lock requires a six-number combination. Check the circuit box to its left. The six numbers you need are on the circuit. Number the eight buttons of the door lock mentally, and then correspond the circuit's combo to them. Once inside, locate Catherine's WAC among the pizza and beer refuse. Download her notes, and you'll find out how far Catherine got with her Ripper theory.

BACK TO THE TRIBECA CENTER

Schmooze with Santiago, then chat with Cable. To help him make sense of the printout he's struggling with, plug the dates (one at a time) into the computer behind you since Catherine was admitted to the Tribeca Center. Tell Cable what you found. While here, deck into Catherine's brain. Her information leads to a new destination. Check the Ripper image (and check back later for progress). Burton won't talk now . . . but Rhodes will—until his paranoia takes over. When it does, use the combination from his entry in Catherine's address file

TIP

If you can't remember the dates, visit the Virtual Herald.

on the deposit box he tells you about. Scan what you find, and you'll have another cyberspace destination and its address.

Grill Soap and he'll give you yet another well address. Keep his handwriting analysis skills in mind for later.

CLOSING THE LOOPS IN REALSPACE

To help keep track of what you've already done, visit your remaining realspace destinations before heading to cyberspace. Quiz Nelson at the Cafe Duchamp. If he doesn't give you a well address now, check back later. Sample the beer of the day, then pay a call on Eddie. (He and Magnotta both seem to need chiropractors . . . ooooh.) Head over to the newsroom. Find out what's on Dodds' mind, and then deck into cyberspace and start visiting the wells in order of appearance, heading right.

Dip Into Wells

Uncover three matching tiles and you're through this ICE. If they don't match, the puzzle resets after the third tile you uncover. The labor-intensive, but easiest way to deal with this puzzle is to uncover all the pieces and note what's in each group. You can then discount three of the six groups of tiles that move as a unit, and focus on the groups you know have the tiles you want. It's easier to reenter the puzzle after you have all the pieces identified than to keep track of where the tiles you need have moved. View the documents behind the ICE.

Talk to virtual Hamilton, and he'll give you three well addresses where you can find the components of an anti-Ripper weapon. If you miss the names, check the notebook section of your WAC. A number of well addresses decide to show up here in Act 3. Hamilton will also tell you how to kill the Ripper, so listen up.

Yakety, yak yak. The too-cool-for-his-own-good Cain gives you the lowdown on the high-tech you need to protect yourself against the Ripper. He only has the compression program, but he'll tell you where to find the sensor program (best to check

the WAC for this address' spelling), and will get back to you on the anti-viral utility when he's good and ready.

This is the place Cain mentioned, and Isis' ICE ain't easy. Locate the vulture among the bird tiles (if you do this right the first time, you may be psychic), then sing the ABC song clockwise around the tiles, using the vulture as A (skip the corner tiles). Decode the messages in the puzzle's center. Each message gives a clue as to what the tiles in the answer supposedly look like, *if* you're lucky enough to have the same mindset as the designers. The cloth only has a single fold, and the shelter looks like a box with maybe a carport attached to it if you really stretch it. Get it right, and the sensor software socks into your virtual being.

There is no ICE in the Warp Space well; there's just reading material. You'll find familiar names among the user's list for the Ripper game and a display advertising some Web Runner game designs.

This ICE is not really chess, so you don't have to be anywhere near Grand Master status to win. Prepare to lose while you spend some time identifying the rules. Your weaker pieces (pawns) can move one space at a time in any direction, and morph after they take an AI's piece (the same happens on the AI's side). Morphing makes them stronger, but not invulnerable.

Your knights are your deadliest weapons because they can move one or two squares in any direction. King against king will result in stalemate, because kings can only move along the last two rows of the board on their respective sides. Take out as many of the AI's pawns as possible (or force them off the board; they'll run if they have no good moves) while trying to keep to an even trade, then sacrifice your last pawn so that you can move your knights freely. Capture the AI's king to get the first part of your anti-Ripper weapon.

Because this creature blinks in and out, you may want to divide your attacks into two per round. Shoot at the blue gem when the creature first appears, raise shields when it attacks, then shoot at the gem again. Rinse and repeat until you get the second weapon part.

After entering, turn left until you find the journal Nelson mentioned. The puzzle requires matching the key titles to another key in the journal itself—but it's *not* the knife collection. When you've found the key, number the sentences and match the titles Eddie's seeking to them. Process of elimination may help. After you've solved the puzzle, you'll get an audio file that recounts the events surrounding the first Ripper murder, 15 years ago.

There's more shooting stuff, but the ICE here doesn't blink. Shoot to kill at the red eye, and get the third part of your weapon.

Once you've solved Isis' little conundrum, Cain will give you the address where you can find your last Ripper-protection component.

The anti-viral well is really not as hard as it looks, but it may take a few tries. Do your strategizing between tries, not during them. The virus will continue cutting off your path at regular intervals, whether you move or not, so you don't have time to dawdle. Move left first, work your way forward and left until you get to the middle-left side of the board, and then apply the same strategy moving right and forward when you can. As you near the goal at the board's far side, you'll find that on two occasions you can't step toward it. Retreat one step and then resume. At the goal, you'll receive your anti-viral software.

Son of Realspace

Back in realspace, check out the stuff you found in cyberspace, particularly Eddie's audio file and the Berman well documents. Show Soap the documents; he'll analyze the handwriting. Talk to Brannon and Magnotta; Brannon will give you a lead (and Magnotta may give you something else).

Talk to all your other contacts, including Catherine. Interview Haman at the Cafe Duchamp. If you've spoken with Burton about the picture someone gave you, Dodds will tell you where to find a video editor. After analyzing your picture, confront whoever gave it to you. At this point, if your contacts are talked out, you should get an urgent transmission from Cable. Run to meet him.

Don't Fear the . . . Ripper

Santiago will tell you you're expected upstairs. When Cable finishes freaking out, save your game. The end game starts here, and if you choose poorly, you'll get ripped.

During your tarot reading, choose cards that track the words of the Blue Oyster Cult song you're hearing. All are rather obvious except perhaps *fear*—it's the girl kneeling before a fire and some demons. After this last puzzle, your weapon parts will be one. You can only use the weapon once, so choose wisely.

When you've drunk from the right grail, so to speak, that's it for *Ripper*, unless you want to replay and shoot someone else at the end. Congrats on completing one very long, very tough game!

16

Shannara

Legend Entertainment Company's *Shannara* is a fantasy adventure based on the world created by novelist Terry Brooks. In this fantasy world you lead the party of Jak Ohmsford—son of Shea Ohmsford, who had defeated the Warlock Lord from Brooks' first novel, *Sword of Shannara*.

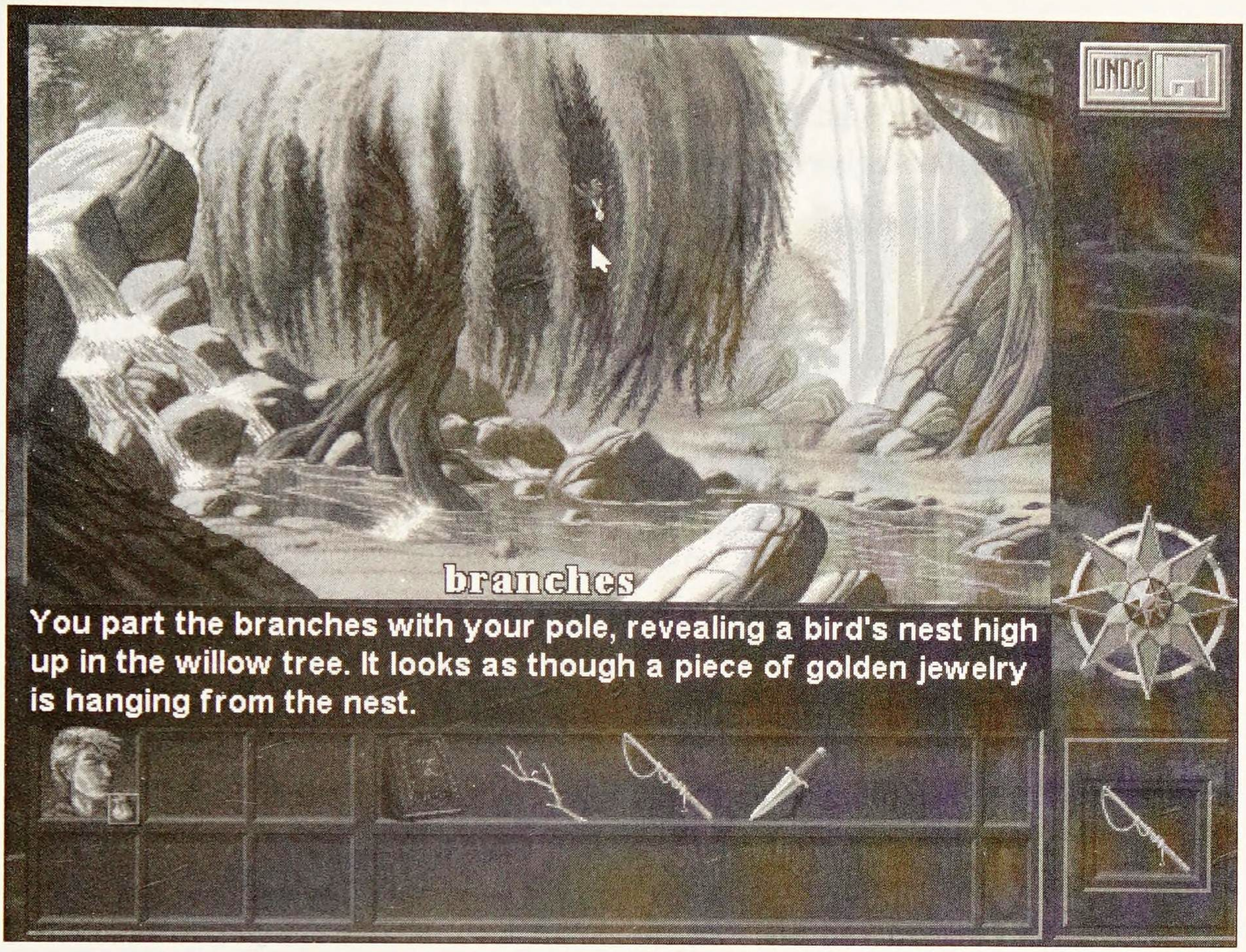
EXPOSING EVASIVE ENIGMAS

In this adventure the Warlock Lord returns! And worse, he's crazed, rabid, and running amok as he unleashes horrific monsters throughout the lands. To defeat him, you must re-forge the *Sword of Shannara* by uniting artifacts from each of the races; travel among the lands of the Dwarves, Elves, Trolls, and Gnomes; avoid (or fight) the monsters; and gain support from representatives of the four lands as well as from the imposing figure of Allanon (the Twelve-Step Druid).

BE A SAVIOR AND HEALER

Go fishing; part the branches with your pole and throw a stick to get a locket. Now save the damsel by pushing a rock and a log.

Go to Leah and give Shella the locket. Next you must cure the King. Take the King's teacup to the herbalist for analysis. Take the green potion and put it on the dogwood tree. Take the blossoms, the potpourri, and the steam pot, and pour the steam pot on the brazier. Take the charcoal. Mix the potpourri in Jonas' mortar (after taking the paper from his dead hand).



Throw the stick at the bird to get the locket.

A Secret Passage

Try to leave by the city gate. Go back to the garden and ask Shella about another way out of Leah. Take her locket to Winston. Tell him Shella wants to see him in the library. Click the locket on the dragon's eye in the wall design to open the secret passage.

Go west, and then go north to the river. Talk to the gardener. In battle mode, give Shella orders to follow your lead, then attack the side monsters but not the gardener.

To cross the river, use the fishing pole to retrieve the rope. Ask Shella to shoot an arrow at the pulley brake (go into her inventory).

Getting into Tyrsis

Follow the road north to Tyrsis; go northeast around the city wall to the hut under the tree. Talk to Brendel and give him food. Go southeast to find the Laurel tree. Take a branch, and give it to Brendel. Talk to the guard at the gate to get in. Brendel will not be allowed, so tell him good night.

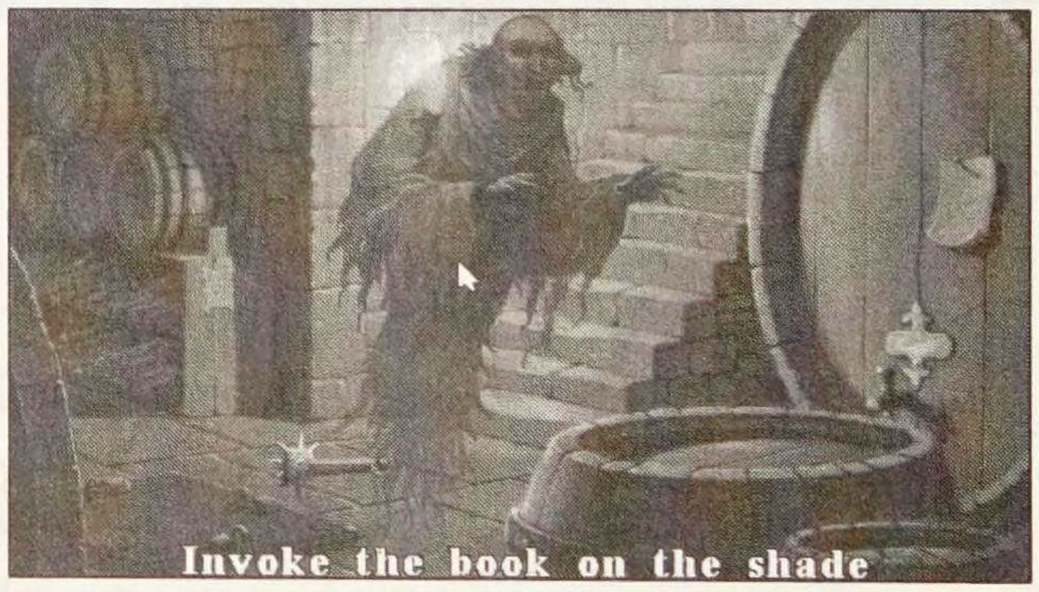
Go into Shella's inventory and have her show the Seneschal her locket to get an audience with the King.

The Book in the Library

From the Seneschal's room go west into the library, read the book on the bookstand, and look at the door on the cabinet. Ask the Seneschal for permission to look at the book. Tell him you may be around forever if you don't get the Sword. After he opens the cabinet, take the book and cut it with the knife. Read the pact (and the book).

Ask the Seneschal for permission to enter the throne room. Push the candleholder to reveal a keyhole. Its key is in the lion's jaw. Oil the jaw then pry it open with the knife. Use the key and push the tapestry. Light the lantern then the candle and attack the dark mirror with the sword. During the ensuing dream, move forward down the hallway and go through a door. After waking, look at and open the skull. Take the scroll.

Summoning Stenmin


Invoke the book on the shade

Return to the Seneschal. Invoke the scroll on the book. Take the mace from the wall and then enter the wine cellar (go northeast). Put the incense, the pact, and the mace on the floor. Light the incense, invoke the book on the pact, and then invoke the book on the mace. Talk to the shade. Invoke the book on the shade to make it more cooperative. Talk to the shade again about how to destroy the magical barrier around the Vault of the Sword of Shannara.

Take the bottle and fill it with sour wine from the cask. Leave the wine cellar and go outside to the Laurel tree. Take some leaves and put them in the bottle. Go to Brendel's hut and ask Shella to climb the tree and get the mistletoe. Put it in the bottle. Enter the city again and go east to the flame barrier. Pour the bottle on the barrier, and take the broken sword.

Gathering Rune Diamonds

In Arborlon have Shella plug the hole in the fountain with her kerchief to get the Water Rune. The Life Rune is on the Garden of Life gate (remove the vines and close the gate to see it). Borrow Lessa's ladder to climb to the roof of the Manor (give her Shella's rope). Oil the weather vane and turn it. Pick up the shingles, and show Brendel your journal to get the Air Rune. Light the fireplace and place a shingle on the metal plate in the chimney to create a Fire Rune. Return the ladder and show Lessa's silver ring to Davio. Try to get the Prince to give you his pendant. Take his gold ring to Lessa and enlist her help to get the Elf Rune (the Prince's pendant). Put mud in the stone carving. Look at the path to find a discolored flagstone. Pour water on it and place it on the stone carving to create the Earth Rune.

Go to the Garden and place the runes on the rune stone in the following order: Elf Rune, Earth Rune, Air Rune, Fire Rune, Water Rune, and Life Rune. Take the Elfstones and return the Elf Rune to the Prince, then get a letter of free passage. Give the Elfstones to Davio.

Black Irix

Go east, northeast (dream sequence), and then east. Meet Panamon Creel and Telsek. At the Arch of Death have Telsek take the boulder and throw it at the arch. During combat, order Davio to use the Elfstones. Enter the cave, light the lantern, and show the letter to Aine. Tie a rope around the object (Black Irix) above the door.

Talk to both sides—Trolls first (east). Get them to settle for a battle of Champions. Get the Elves (go west and show the guard the letter) to choose riddles as their weapon of choice.

Search the nest for a feather (the answer to the first riddle). Give the spoiled wine to the Troll cook to get worms to fish in the stream by the Elf guard for a fish (the answer to the second riddle). Talk the Elf guard into giving you his shield (the answer to the third riddle). Have Telsek ask a riddle about Elfstones to win the contest.

To get to Storlock, go east through Jannisson Pass, and then go south. Before attacking the Spider-Monster have Shella shoot it with a flaming arrow and Telsek push a rock on it.

To get to Culhaven go southwest past Wolfsktagg mountains. Go southeast and then straight towards the Silver River to avoid the ambush.

Get the Hammer of Power

Before searching, talk to Davio, then look at the fireplace and the cupboard. Talk to Davio again to get the missing stein. Open it and show the sash to Kili. Then kill Kili. Take the handle from the backpack, and use it in the fireplace hole to get the hammer.

To destroy the bridge, go northeast, gather logs, use the magic dust on the pond, and have Davio use the Elfstones to break the dam.

Killing Shella

Shella must die. Talk of the Ritual of Release and then cut her with your sword.

Use the nails in the boot heal to cut your rope and then cut through the two tents on the left. Blindfold the Shaman and immediately take the Torc from his neck. Tie him with the coarse rope. Use his key ring to open the metal bound chests. Go back to the Shaman and talk to Geeka. Entice him to come with you by promising the Helm of Command.

Have him help move the chest to the pit and open its trap door. Tie your rope to the chest and dump the chest, Geeka, and yourself in the pit.

Leaving the Pit

Go east and have Brendel use his hammer to open the grating, and crawl inside to get a box of cubes. Go east, open the metal plate, and fix the mechanism with the cubes. Have Telsek use the Black Irix, turn the wheel, and open the door. Go north to exit and then north again in the Valley of Shale to forge the Sword of Shannara.

Have Telsek push the statue. Go north. Order Davio to use the Elfstones against the Shifter. Then tell him to do it when he suggests using them again. Take the Magical Diadem. Go north, then south, and have Telsek take the broken door. Go north again. Have Brendel grab the cage bar and lift. Ask Geeka to help you get out. Push the cage bar, and use the rope on the cage bar to climb out. Look at the top of the idol. Have Brendel throw his hammer at the crystal eye. Climb up the idol.

To defeat the Warlock Lord, you must re-forge the *Sword of Shannara*.

Draw the Sword of Shannara and make the following dialogue choices as you move forward through either of the two doors:

1. Because it was my duty.
2. You told me to leave you.
3. We saved more lives than we lost.
4. You chose to die to save our lives, Davio. You saved us all.
5. I used the Ritual of Release to save your soul.
6. It doesn't matter whether or not I'm a hero. It only matters what I do.

Click on the Sword of Shannara and then the book. Watch the pretty pictures and congratulations, you've completed the game!

17

Chronomaster

Capstone's *Chronomaster* is a challenging and fun science fiction puzzle-adventure about pocket universes. Pocket universes are fantasy-island type solar systems carved out of space by imaginative designers. They all have individual hidden on/off switches called World Keys. You find these Keys with the aid of a Direction Finder, after first going to Magnetic North in each universe and activating the Resonance Tracer.

IN SEARCH OF WORLD KEYS

Someone has been turning off the World Keys, leaving the universes suspended in time like Sleeping Beauty's castle. In *Chronomaster* you play the role of Rene Korda, a semi-retired specialist in the creation of pocket universes, who is armed with bottles of time and who has been asked to track down the culprit and turn the universes back on. The hints and tips in this chapter should provide enough nudges to solve *Chronomaster*.

After conversations with the Terran Regional Representative, Urbs' designer (Charlie Bell), Aurans' designer (Nizzam Rochtar), and the attorney for the late Clia T'riffit (designer of five other pocket universes), you are ready to fly to Urbs.

URBS

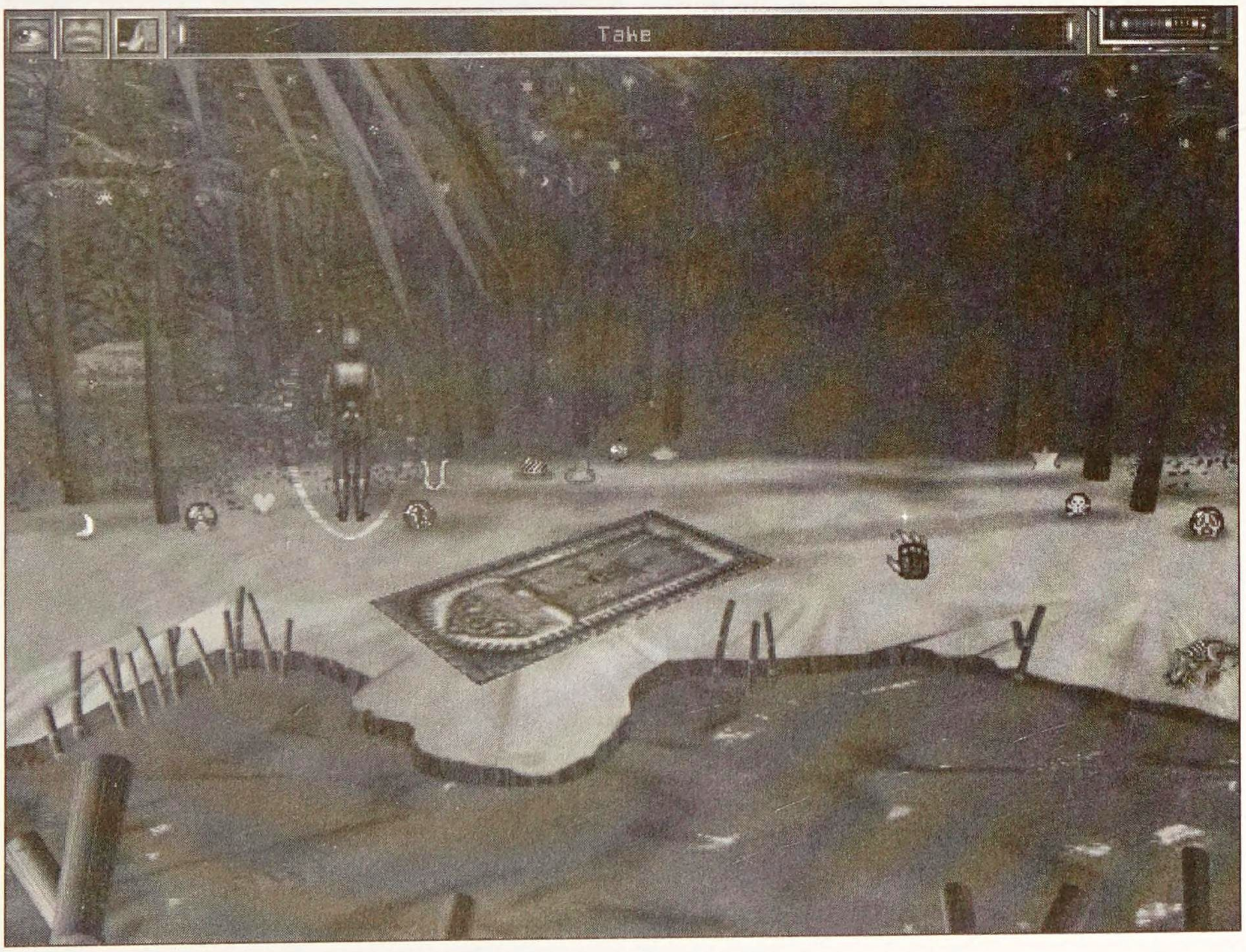
Items found on a battlefield near the Fort (a flag and a uniform) convince the steel warrior guarding The Sculpture Garden to leave his post. You can then set up your Resonance Tracer at Magnetic North and activate your Direction Finder. It indicates that the World Key is inside the Fort across the ravine.

A scanner controls a bridge across the ravine. The scanner checks that you are properly dressed. The City of Ground Zero's War Memorial Museum has part of what you need, if you find a crowbar to pry open a box and know how to use what you find. Make sure you also find a cloth and a can of polish in the City.

The firing squad in the Fort requires the same item. Reason and Bluff work on Tico Higgins. Your PDA and rock dust will enable you to enter the Fort's elevator. Sketch the symbol on the Urbs flag before trying to solve the World Key puzzle. Only Bluff and Respect work on the Council of the Wise.

AURANS

Go to Magnetic North on Aurans. The Jinn in the bottle want fasting dates from the Oasis. The symbols for the dates are in the ship's data banks. Find six holidays that include fasting (first look at the word Holiday). At the Oasis, take the dates and the



At the Oasis, take the dates for the fasting holidays and the animal carcass.

animal carcass. After the Jinn have been fed take their bottle and the carpet.

Fly to the Canyon. Going near the suspended rocks drops them into the sinkholes (or you can use bottles of time on them). In the Ketter Beast Canyon, feed the beast to distract him while you get the tiles and the nomad's turban.

At Skull Bridge Canyon there's a golden needle inside the skull (when you wake, search the skull again). Take the feather from Feather Canyon if you want a canteen later.

You can talk to the sign in the desert if you use the Universal Tool (one part of the Tool changes, depending on the laws of the particular universe you're in).

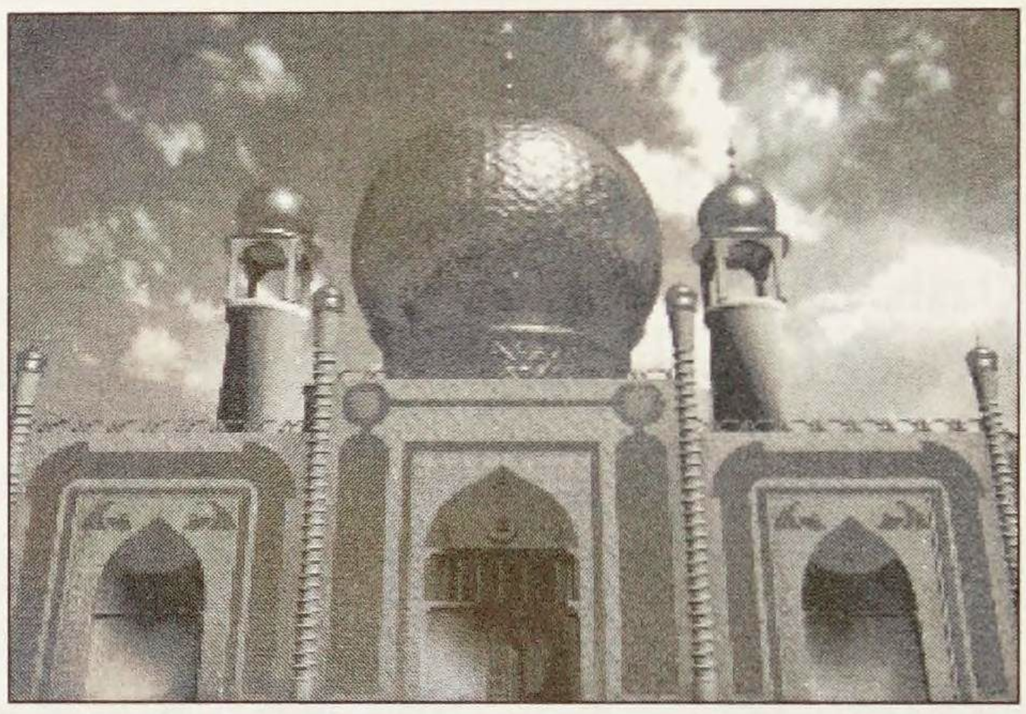
The Palace in the distance is only a mirage. Don't try to walk to it, yet. Return to your ship in order to replenish your bottled time (it's done automatically each time you return). Fly to Plateau Landing and trade with the trader.

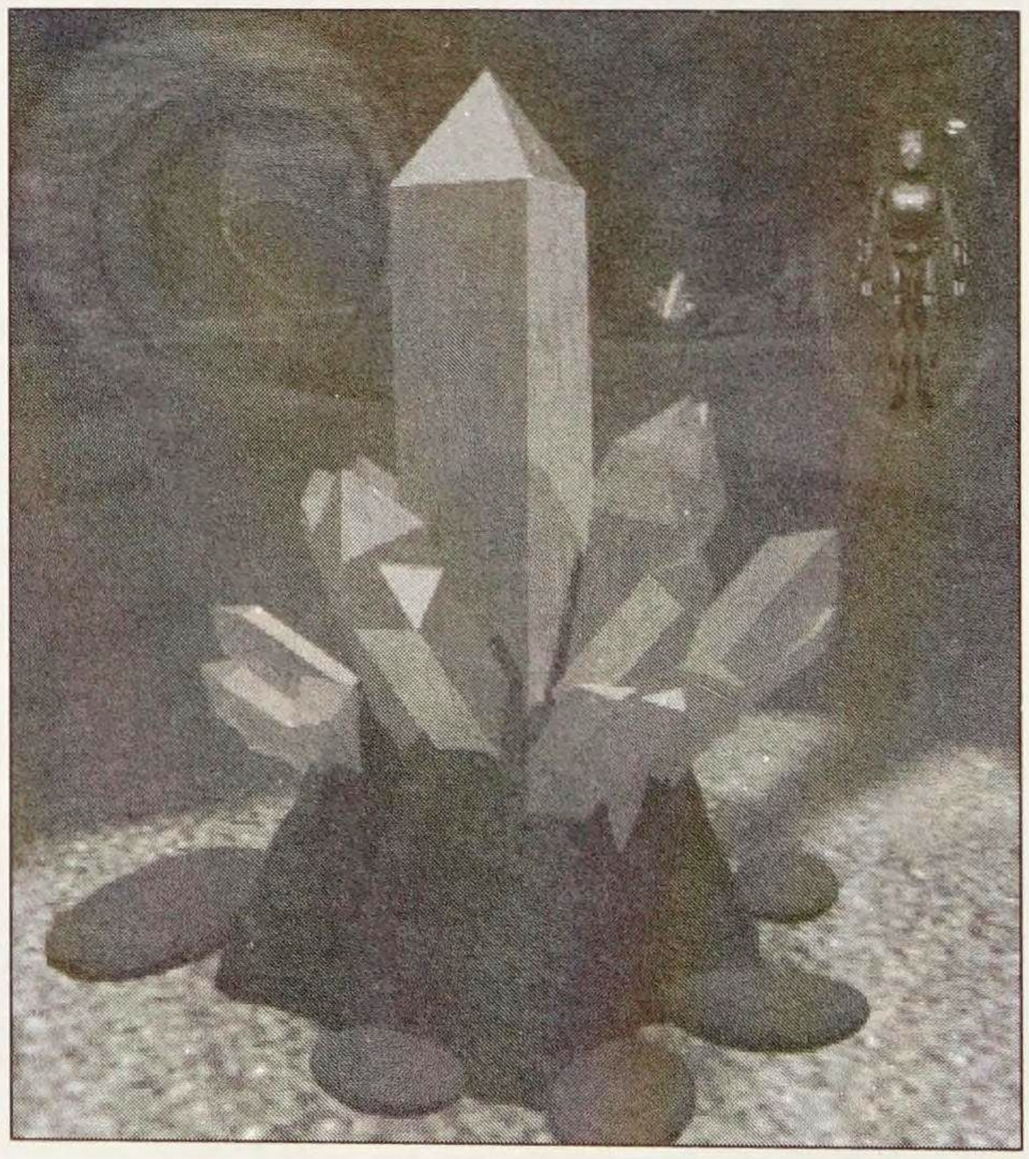
You should be richer by three gold coins, magic sandals, and a magic flute after you leave him. Do not trade away your Jinn bottle.

Return to the Jester and fly to the Caverns. You can walk across the webs if you're dressed properly (avoid the spider hole). Do not drink from the Transportation pool. In the cavern with the Auran and Urbs symbols, sketch the Auran symbol after you've cleaned it up a bit. The sketch will help you with the World Key puzzle later. A secret door leads to the Nomad camp.

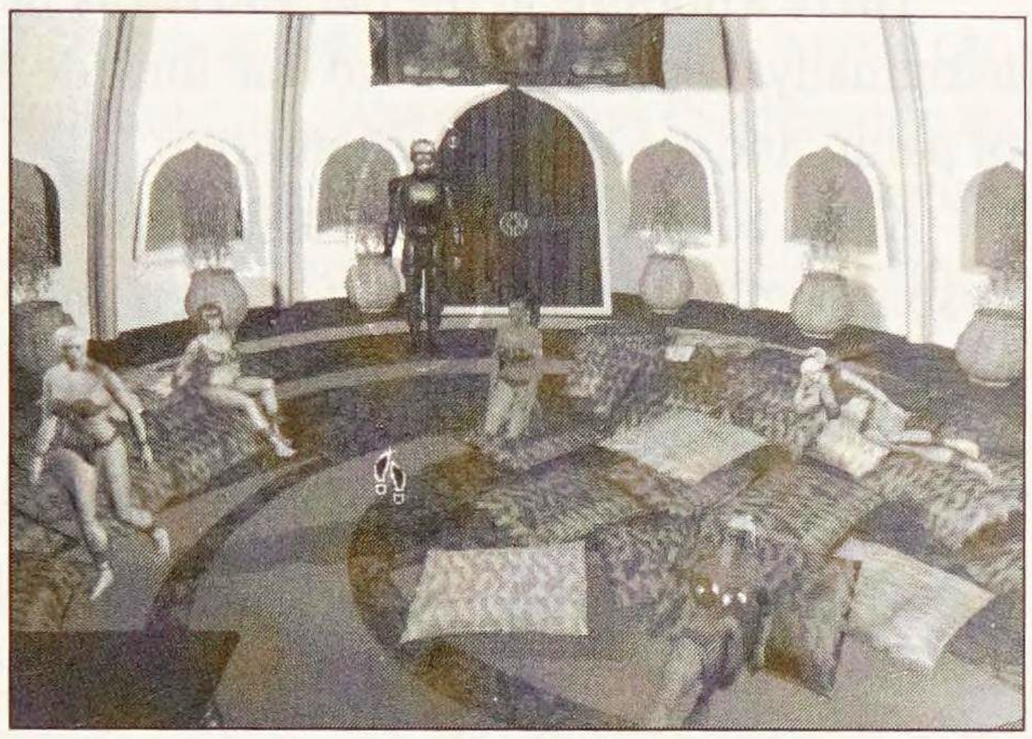
TIP

Warning, Spoiler follows: the fasting symbols are a cross, a lotus, unleavened bread, a nine-pointed star, a pillar with food, and a flaming man.





You can get the sword from the Tough Guy, if you dress like a Nomad (repair your costume, first). Entertain the spider with a little Indian Fakir music. Use your sword to defeat the Nomad in yellow and get the magic veil from the belly dancer. Go back to the sign-post and the Palace mirage. You now have the means not to be fooled by mirages.



In the Palace trade a gold piece for a bowl from the poor woman. You can double your gold by gambling with the Magician. Fill your bowl at the pool. It may take a little wisdom to get by the armed guard (and a little knowledge of what to give).

A Ketter guards the passageway to the harem, but you can make it sleepy or take a secret passage to the harem from the Treasury. The answer to the harem beauty riddle is fairly easy if you've ever mixed a martini.

FORTUNA

The trick to getting anywhere in this universe is to use the World Navigation icon and change planets. Aura has no landing zones. Track only accepts bets via intercom. Fly to Fortuna's Landing Bay.

Your PDA can get you a closer look at the saboteur's ship. The elevator goes down three levels into the Casino. The first level has a fountain, bar, and slot machines. The second level has crap and poker tables, a stage with a band, a security desk, and Service Ducts. The third level has a train to the Old West (and a beggar with a money-making proposition).

Getting information from the band involves finding a former member of the band at one of the poker tables, paying his debt, and giving back his musical instrument. You increase your odds of winning the slots by using your Universal Tool.

You need a badge to get by the gate to the train (get the Transportation officer to smile for the camera). Ante up in the saloon, but don't get stuck with the pair of eights, and draw two cards.

There's nothing at the bar you really need, although a rabbit's foot and a drink are marginally helpful. Objects to find include a camera, a vo-decoder, a lockpick, a bucket of paint, and a particle decelerator.

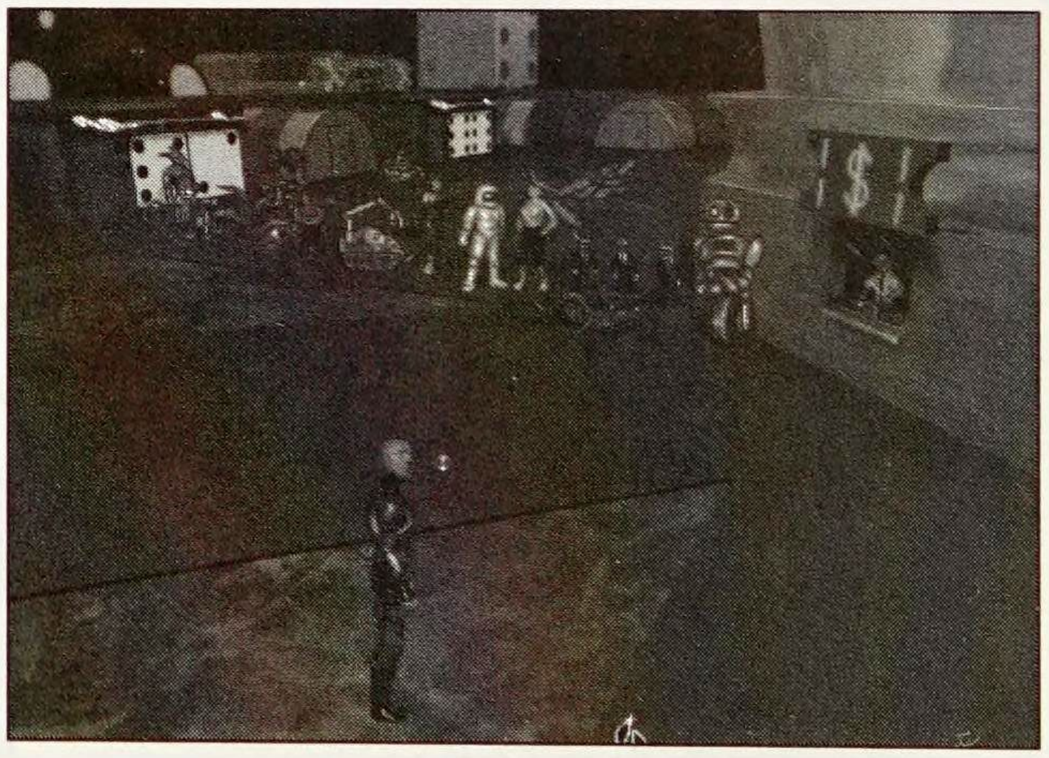
After you've won the card game at the saloon (allowing you to set up the Resonance Tracer) and you've gotten the information you need from the band, you'll be able to get through the Service Duct's guarded door.

Inside the Service Duct are several locked doors. A screwdriver will take care of one, your PDA another. A third needs a vo-decoder. The last needs a double bent lockpick (use a hammer). The lockpick is inside the saboteur's ship.

Cover the bomb and untie the security people. Don't panic the alien, but show him your photocopy of the Transportation Officer's badge. To get the password to the saboteur's ship use your Universal Tool on the tape monitor in the room, and press the small button to the left of the console below it. Open the top of the pyramid by pressing one of the other small buttons in the room (you'll want to get your ship out fast).

Behind the locked door that requires a lockpick is the Saboteur. Arresting him cuts the game short. Agree to help him to continue the game.

The World Key puzzle starts with one blip and then moves to two, etc. Repeat the patterns to solve it.



The Transportation Officer will raise the landing platform if bribed. This involves disguising a bottle of time as a PDA (paint it).

The Regatta is at Tracks. Agree to the race bet. To win the race you must have received a tip about the Regatta from the bartender, spoken to the beggar, and accepted his bet. You must also have returned the beggar's share of the winnings and received another tip from him as well as giving Milo the particle decelerator you found under a hatch in the Service Duct.

OTHER POSSIBLE SOLUTIONS

The hints provided thus far for the most part only suggest one solution to each problem. Many of the puzzles in the game have multiple solutions. Other solutions include moving the steel warrior by firing the missile launcher near the Fort at him. If you have a canteen filled with water from the backwards-walking-pool, you can cross the desert to the Palace. Use the feather on the Cook's fire to get a canteen. You can enchant the webs in the cave and sprinkle rock dust on them to make them strong enough to walk upon.

Enchanting the mended turban will allow you to ride a twister. You do not have to pay the musician's debts if you play his instrument in the band. The musician's badge will get you through the gate to the train, but it won't fool the alien in the Service Duct. Drinking the water at the Transportation Pool takes you back to the Jester, something you don't want to do because the cave entrance is filled with rocks. Feed the Jinn poison fruit, grab his turban when he crumbles, and say "Juniper and return," to force him back into the bottle.

TOURING CABAL, VERDRY, AND DYCE

Unless you've arrested Milo you have more pocket universes to explore. The next one is Cabal, followed by Verdry and Dyce.

CABAL

The Wicked Witch hangs out on Glitter and invites you to play hangman with her. The letters A, E, I, O, T, R, S, G, V, L, N, and P are particularly useful. Solve the puzzle and get a spell. Get more spells (on scrolls) from her hut, but first use the watering can (filled) to make her cat jump. Be sure to *look* at the scrolls. Use your Resonance Tracer and then go to Forge (taking a clump of dirt and a bucket of chowder with you).

TIP

The Unicorn can only be moved by harmonic strings

Feed the Dwarf, visit the King, and use your Resonance Tracer. Go to Glass (taking two lodestones). Tell truths to the holy folk, and take the burning feather with you when you kneel for the Phoenix. Use your Commune Spell and feather. Set up your Resonance Tracer, and return to the ship to call Milo and go to Gem.

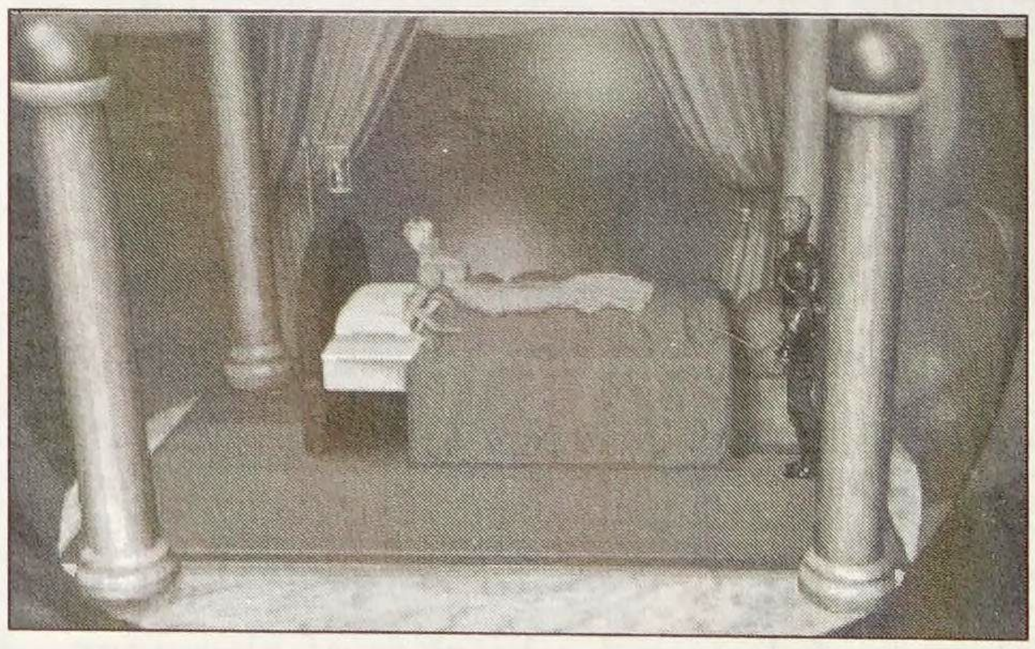
Land near Magnetic North. The Unicorn can only be moved by harmonic strings. Gems plus harp plus Unicorn's tail equals harmony. What the Unicorn says can be arranged into rhyme if you use the Magic Foci tool on Korda. Now you can use the Resonance Tracer.

> **TIP**
>
> **The Forceful Winds spell does not appear in the inventory, but if you use the lodestone on the feather and then use the Magic Foci on the crushed feather, you are queried as to where you want to use the spell.**

Next, talk to the Sprite Queen to get the Forceful Winds spell. Go back to Forge and get the bubble wand from the King. Lend him the Resonance Tracer in exchange. Now, go to the Volcano of Glory (on Gem) and make a bubble.

Float to the Princess. To get Avalon Greer's heart, wake the Princess and talk to her. Leave and bubble the Crystal Eye. Take it to the Princess for a kiss. Then visit Avalon Greer in his ivory tower.

To solve Cabal's World Key, plant the rose in the Witch's garden on Glitter. Water it, collect its seed, split it, and plant it. It grows into a geode cavern. Pry the yellow-green crystal from the cavern wall and hammer it into powder. Set a log under the cauldron and light it. Pour water in the cauldron and add fire (log ember), air, earth, and the yellow-green powder.



VERDRY

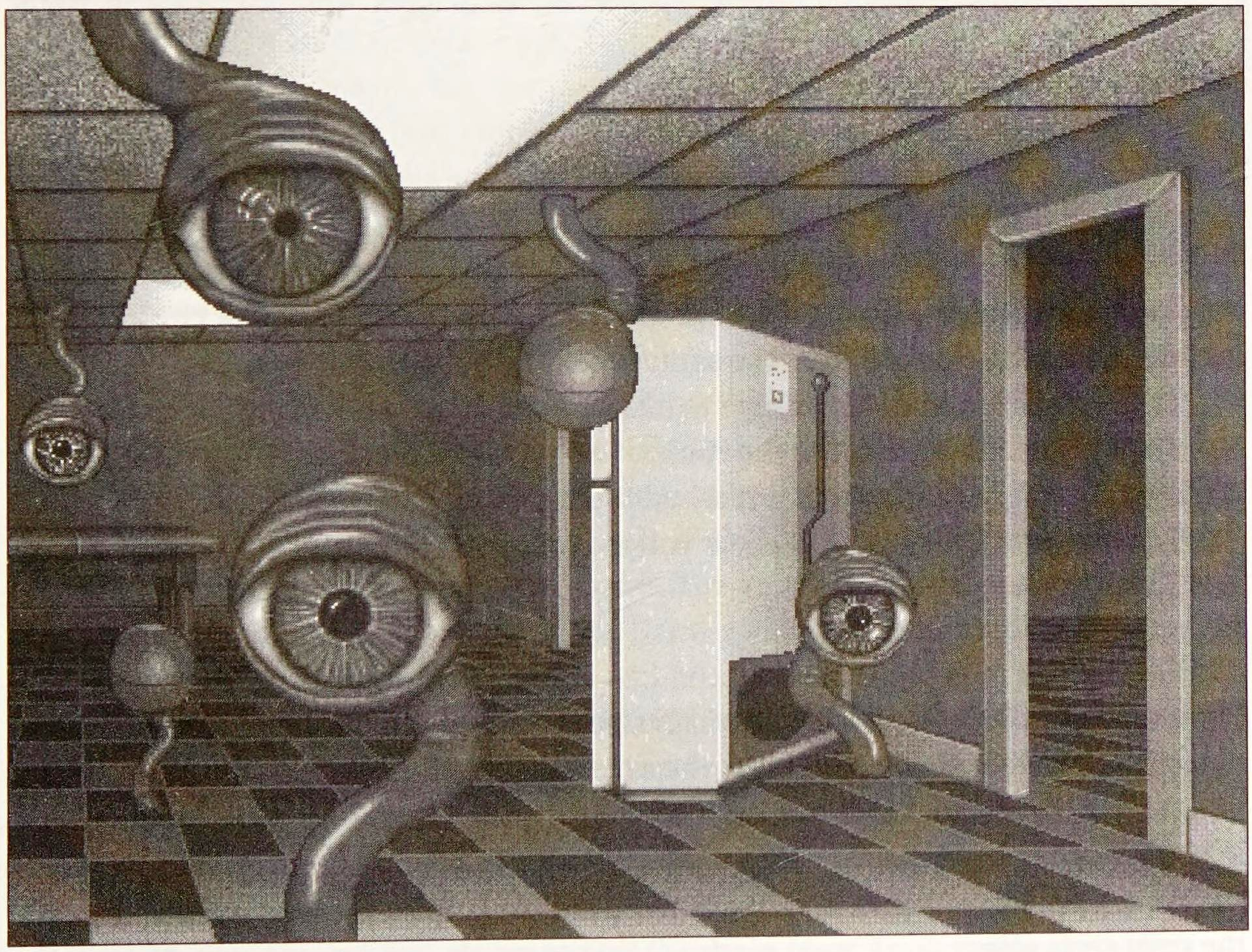
Verdry is definitely weird. Use the Reality Warp to talk to the garden plants, but be careful. You fade a bit with each use and the seventh time erases you completely. Uproot

Creeping Jenny to find a rabbit hole. Don't jump in the hole until you have maize, thyme, and your stolen items as well as Jenny's fruit.

Underground, pick the withered tree's fruit and replant it. The Reality Warp is not effective underground. To talk to Sage and Elder, bake a muffin on the hot rock and eat it (mix and hammer the items first). You must get Sage and Elder to move away from the exit hole in order to leave. Be pushy (they can't stand heat).

After meeting your doppelganger, call Milo. Go to the Planetoids and set up the Resonance Tracer where the Magnet is pinned. Go to the Overgrown Area and enter the maze. You'll have to construct and play a drum to get rid of the Rotund Beast. Use the plant bulb and hollow stump (remove the vines and begin sewing and hammering).

Map the various exits of the nine screens in the maze, or go 'round in circles. The floral covered arches lead to various surreal rooms. The objective is to find seven wooden stairsteps, and build a stairway to World Key heaven.



Ever get the feeling you're being watched?

The Mailbox Room has one (push the flag on the mailbox to get a letter), but you'll have to write a letter (use the letters) to get a package. Take the Korda doll. Get a mirror shard from the Clown Mirror Room and use it on the ceiling light in the Eye Room. The table has a step it will exchange for its leaf if you talk to it. The refrigerator has two useful items inside and a removable motor in the rear. The Garden has a pair of useful leaves (use the water-flowers on the bees, and they will fetch a rake).

TIP

After refusing Merriwind's terms, use the bottle on her and then use the Dreamcatcher on the bottle.

Get the chisel from the lake, and carve a step out of the tree. Build a motor boat for the Smallings (motor, bowl, and leaf) and get a step and a change of clothes for the Korda doll. Take the doll to the Clown Mirror Room and turn its limbs straight to get a step from the Gibberish Boy.

There's a vault in the Gemini Room that opens with a little reflecting (the star above the Gemini twins is the Dreamcatcher). Ask the twins for the Dreamcatcher to take the stairstep from the medicine cabinet mirror. Go through the vault door, and capture Merriwind in the medicine bottle. Get the final stairstep by hanging the floor painting on the wall. Pull out the loose nail. Open the skeleton closet door. Use the steps in the hall.

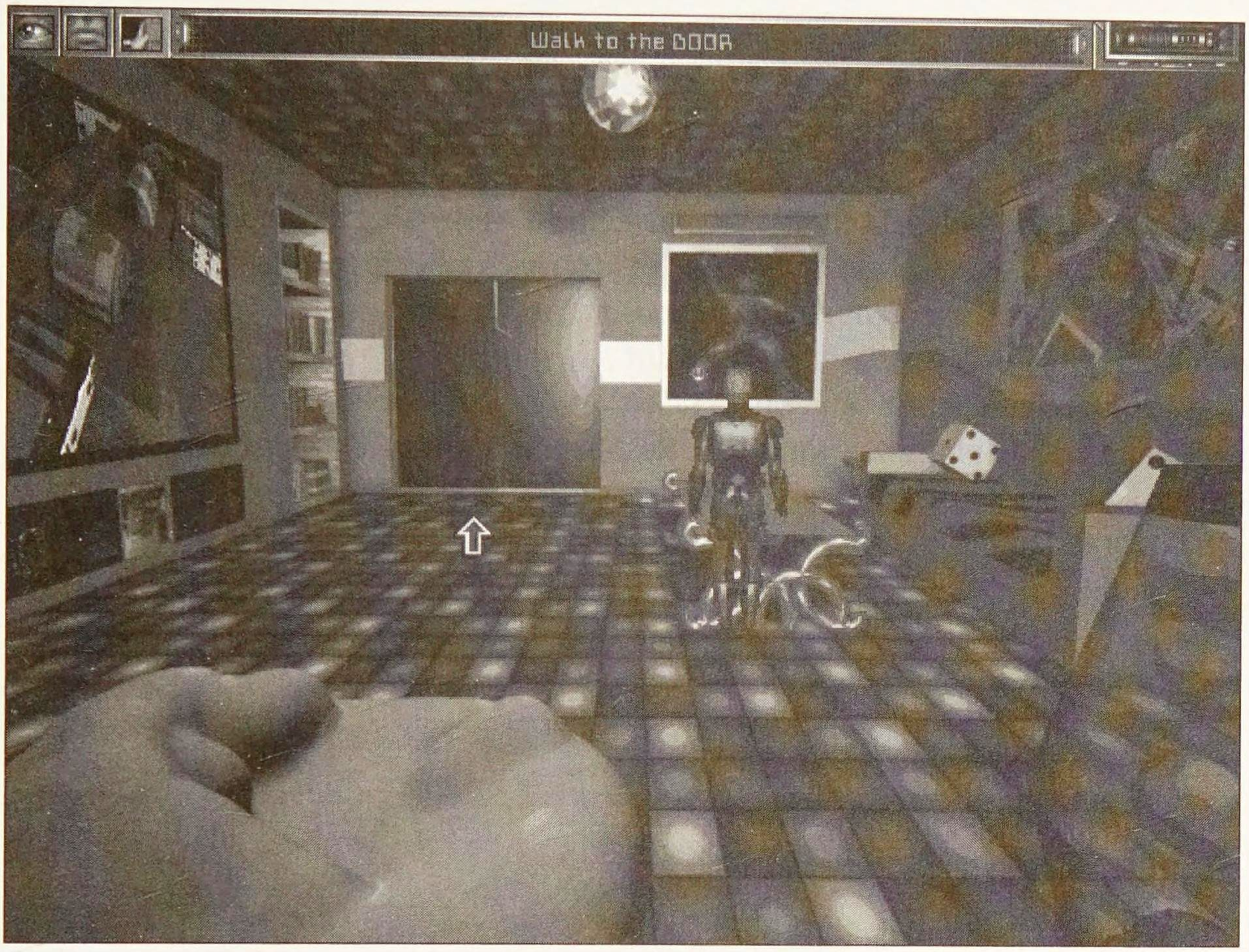
Use the PDA to set the digital clock. Push Little Ben (open first), Grandfather, and the sundial. Use Reality Warp on the cuckoo clock. Take part of the water clock and put it back. When the clocks are set the same break the hour glass.

To stop time, use the screwdriver to unscrew the digital and open the Grandfather. Push the broken hour glass. Use the cuckoo to plug the water clock. Use a nail on Little Ben. Grandfather's works need a crushed thyme, water, and sand paste.

The rock and the spear will allow you to cross the river.

DYCE

Behind one of the four panels in the elevator room is some circuitry that needs PDA repair. Use the Frequency Manipulator on the control panel (save first). After pairing like symbols, go to the Rooftop and formulate a plan. Use the Frequency Modulator (FM) on both control panels. Deactivate Deter by flipping the green lever and pressing the left yellow rectangle. Turn the dial so all three green rectangles are lit, and press the right rectangle.



Alachra's room is where you'll find half of a ticket and a coin.

At the Chop Shop a library card is helpful if you want to get $50,000 from the Doctor for some information. Pay O'Ryan's estate a visit. Use your PDA on the solar panel for reflection power. Inside are a series of rooms, and whether or not they're empty depends on how you played the rest of the game. The first is Avalon Greer's banquet room. The turkey will prove useful. The key to the trunk is underneath it.

Alachra's room has the big screen TV. Use the FM on it and then take a look at the screen. Open a panel below the screen, and take the control board. There's half of a ticket on the table and a coin under a sofa cushion.

Merriwind's room (use the key card from the trunk to get in) is appropriately surreal and complicated. Take a floating brick and break the novelty glasses from the Jack-in-the-box. Take the tuning fork from the emergency box, and use it on the telescope. Use the coin to get an eyeball out of the vending machine. Pull the shade and open the window. Use Dr. Flesh's grip clamp to pull the drain plug. Look inside the hole.

Deter's room has little but piping, cables, and a Mech. Activate the Mech by placing Alachra's control board in its leg and using the FM.

Unscrew the Mech's head panel and give it another jolt of FM to get it to break down Dwistor's door.

Bind Dwistor with your flute. Wish the Ketter a happy Thanksgiving and feed him. Take the second half of the ticket, and use them on each other to make a whole. Go to the Dock's Casino. Dispose of the guard by choosing the left hand. Help the robot at the head of the line and it'll let you cash your ticket.

Go left, talk to Selena, and buy a ticket. At the Orrero, choose a plan (capture is good) and at the Sphere use your PDA, Resonance Tracer, and then your hammer on the red square.

Congratulations, Korda, you won the game!

OF

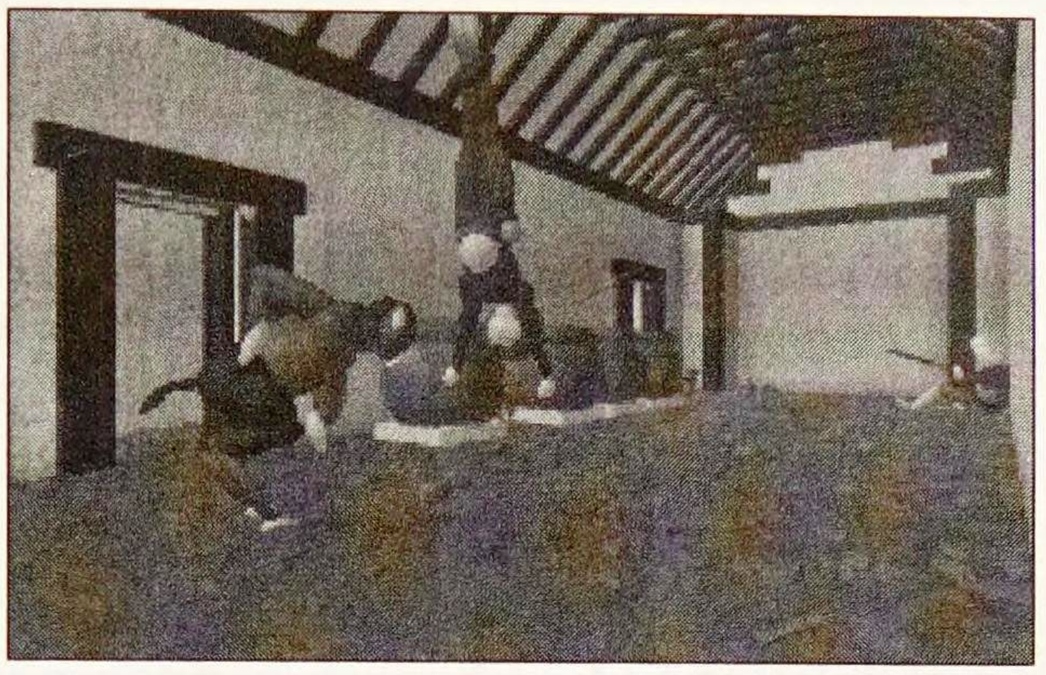
Ecstatica

Psygnosis' *Ecstatica* is an immensely entertaining game, one that will keep a grin on your face for many hours after completion. You could conceivably solve the game in a matter of hours; however, you may miss some of the fun by not going around the wrong corner and seeing one of the game's many dead ends. There are situations that you can stumble into that produce hilarious results, so don't be afraid to poke around. You can be attacked by furniture, experience the world as a frog, get carried around by a bird, fly on a broom, and meet new and unusual naked people. You will even come upon a fountain with a urinating statue, which occasionally scratches its back with its arrows; however, its purpose in the game is unclear.

THE GAME OF MULTIPLE DEATHS

There are a few extremely important things to keep in mind when playing *Ecstatica*. One is that you can choose to do most of the things described in this chapter in any order, as it's a fairly nonlinear game. Another is that you should swallow your pride and run like hell from most of the characters that attack you. There are a couple of characters that you cannot defeat until much later in the game, though you can hold them at bay by punching them and turning tail. Most importantly, this game is proof

positive that the saved game is the adventurer's best friend, as you will die in this game—repeatedly.



FLATULENT BEAR?

When you start the game you are dumped at the entrance to the town. Immediately start running, hugging the left side of the buildings. You might want to run over and grab the sword, though how much it helps you is questionable, but it certainly doesn't hurt. There is armor here, but DO NOT TAKE IT. It's a red herring: if you do put it on, you move at half speed, and if you trip (which you do quite often because you are quite the klutz) you are history because you can't get back up.

Go to Mr. Flatulence (a.k.a. the drunk bear, and you'll know why he's called both things if you hang around a bit) and sneak by him, staying as close to the left wall as possible (he can't hit you there). Upstairs you will find a book; reading it will give you an idea of what's going on in this weird place. Pick up the teddy bear that's sitting on the bed, and return it to the small girl in the stable, triggering an animation where she says to follow her. Do so. Well, you can't quite follow her everywhere because you're too big, so go back to the third floor above Mr. Flatulence and find the instructions for the magic piglet potion.

Now it's time to find the piglet ingredients. The green herb-like thing can be found in the store that was just to your right when you first entered the town. In order to get it, though, make sure to go to the bar and rescue the old man. You'll carry him to a room and he will tell you a story. You can grab the herb there after he finishes blabbering away. Next you will need a thing that looks sort of like a gingerbread man. That can be found under the hanging priest. The last ingredient, the flower, can be found out in the forest near the monk's hideout. Grab all of these things (one at a time) and return them to the potion room.

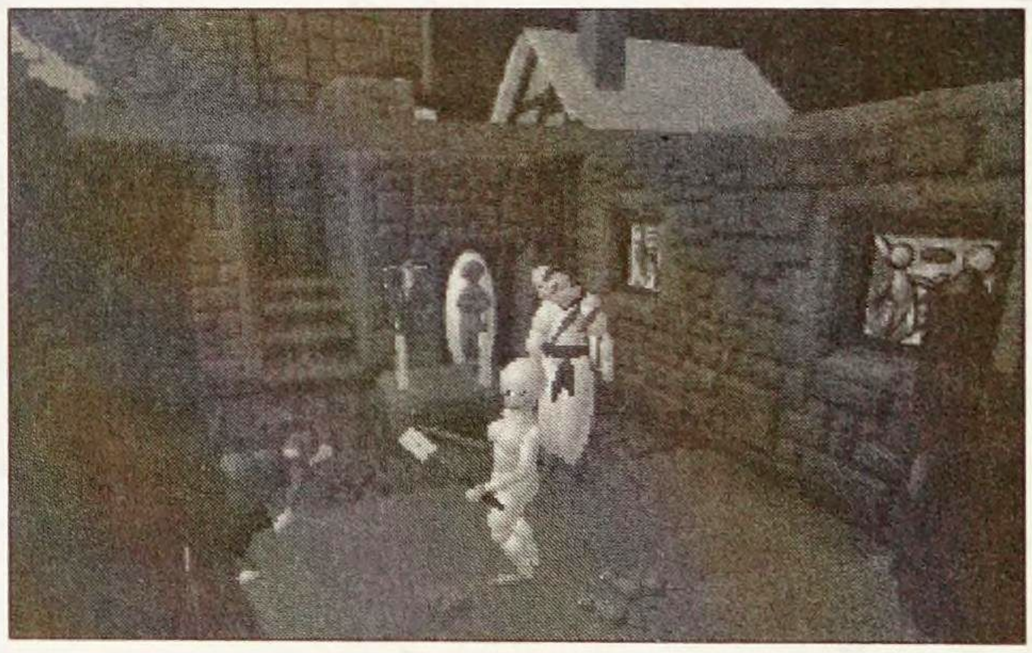
PIGLET MAN

Now you're one ugly little bugger. Go to the dungeon and enter the room where the little girl went. Avoid the piglets for now, and just run down the hallway past them (run, in piglet terms, means to repeatedly attack, as you jump forward quicker than normal walking). When you get into one room you will return to your normal height and can pound on those little piglets.

Go upstairs here and you'll find a cowardly knight. If you approach him he should drop his sword. That is the sword that the drunk guy you rescued in the bar was babbling about. Take it and stand on the stone outside of the lake in the forest. The lady of the lake will knight you and off you go. You can now enter the wizard's castle. There is a book in the tower that tells you what to do next. You need a magic book plus a relic, which will give you a new weapon of great power.

MONK HUNTER

The relic is in the monk's hideout, but they won't let you in because they think you're a creature. But they would listen to a holy man, so go to the room with the hanging priest and take the bible on the floor. Take that to the monk's entrance; after you read from it they will let you in.



Once there, you will notice them worshipping the relic (the thing that looks like a bone). If you take it, they will all attack you, but you can do two things here: kill them all (they are wimps, and indiscriminate killing doesn't seem to have any negative effect on your character or the ending) or grab the item and run away to another room in the monk's castle and fall down a hole. A guy seems to chop you in half, but hangs you from a cross that you can escape from.

The book is downstairs in the wizard's castle. When you go down you'll be confronted by a statue that attacks you. You can try sneaking by; if successful you will be faced with a fight against two invisible things. You can defeat them, but it's also possible for you to sneak by them too. The next room features some spikes that occasionally impale you, but it seems that approaching them from the right side and moving to the left will get you by most of the time (the opposite is true for leaving).

Once downstairs there's a real suit of armor you can take in the center room. The magic book is down here too, as are a few, um, interesting rooms, one with naked men and half-naked women, another with a bunch of nude impaled torsos, and yet another where you can fight yourself (shades of *Prince of Persia*). If you kill yourself (you can only do it with the supercharged relic) it will open up another door to the end game room.

GET ENERGIZED

Now you have the two objects you need. Take both of them to the area in the forest with the mumbling stones. Stand on the stone in the center and the relic should be energized. Now it's time to hunt down the minotaur and the werewolf, because after a couple of blasts from the relic they'll be history. You don't have to kill them, but after getting your butt kicked by them for the whole game you wouldn't believe the feeling of joy when they finally croak.

There are two ways to get to the end game room. The first was already discussed and the other is to go further down in the dungeon below the hanging monk. Any way you get there you will come face to face with the demon that has possessed Ecstatica, and after a little chat you have a decision to make. Hand over the relic, or fight. The decision is yours to make, and you will get two different end games depending on what you choose to do.

10

Frankenstein: Through The Eyes of The Monster

Feeling like a monster in a maze? *Frankenstein: Through The Eyes of The Monster* is among the best of this year's adventure games, but many have noted that it's one mapping exercise after another. Here's a walk-through that will stop those urges to reach for graph paper.

WHAT A HANGOVER!

You're flat on your back and feeling none too good. Well, get up and stumble around and explore the labroom with the lightning coil (found through the trap door by the periodic chart), sub-lab, and bedroom. Enjoy Curry's good mood while it lasts, it will turn darker shortly. There's a plank to be used as a bridge for some broken stairs, a key to be found in a desk, and a freezer to be turned off by flipping a switch in the sub-lab. Make a trip to the roof to note and copy a plaque by the kite. Notice, but don't use, the secret passage through the nightstand in your bedroom. When you're ready to get out of Dodge, head to the lightning coil room and out the door leading to the balcony.

BALCONIES, CRAWL SPACES, AND BANQUET HALLS

On the balcony, turn around and take stock of the cannon balls and pulleys. If you do a task similar to playing the old mousetrap board game, you'll get a nice long, secure rope to use for rapelling off the wall. That cracked space in the wall will make a good jumping point too.

Rapelling off the wall, you'll notice a metal grate. Head in and take the ladder all the way down to the first floor. The gear puzzle should be a piece of cake. The smallest gear goes on the top peg. Head through the secret opening revealed. The dining room is straight ahead. Grab the satchel (it'll serve as your inventory) and the turkey leg. Now head back to the secret passage, and go up the ladder and rope to your starting balcony.

CRYSTALS AND PARACHUTES

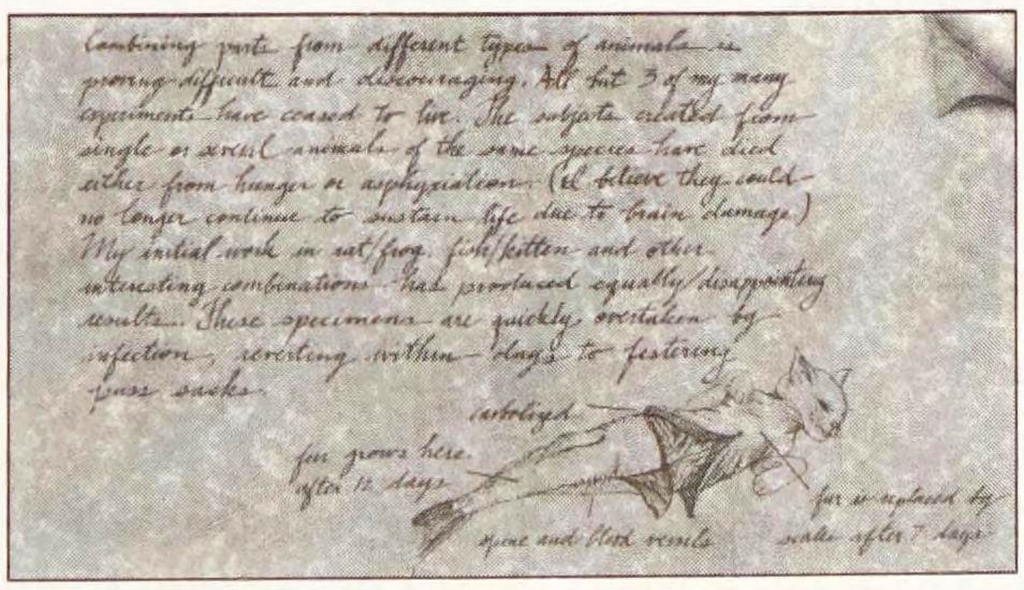
From the balcony get back to the top laboratory. Make your way to the far window. Turn left and you'll see the good doctor writing and some loose notes and a green crystal to your right. Grab all the notes first, and then go for the crystal. The doctor will stop you the first time you reach for the crystal. You'll have two more tries to get the crystal and make a quick right, before Curry gets upset and shoots you. You have been making frequent saves, right?

Turning right, drop the crystal on the table below the window. Get the cloth to the right and drop it on the table. Now if you're good with string, you can make a neat parachute to sneak the crystal out of the lab. Don't worry about where it lands, you'll find it shortly.

FAILED EXPERIMENTS

Time to gather some components and see if Dr. Frankie knows what he's talking about. If you haven't read his morbid notes, do so now.

Head down to the sub-lab. Go through the door that was frozen over and get the crowbar. Go into the sub-lab and gather up the battery and extra wire by the table with the pickled heads. Now use the balcony-rope-ladder route to go to the entrance hall. Exit the castle through the main double doors.



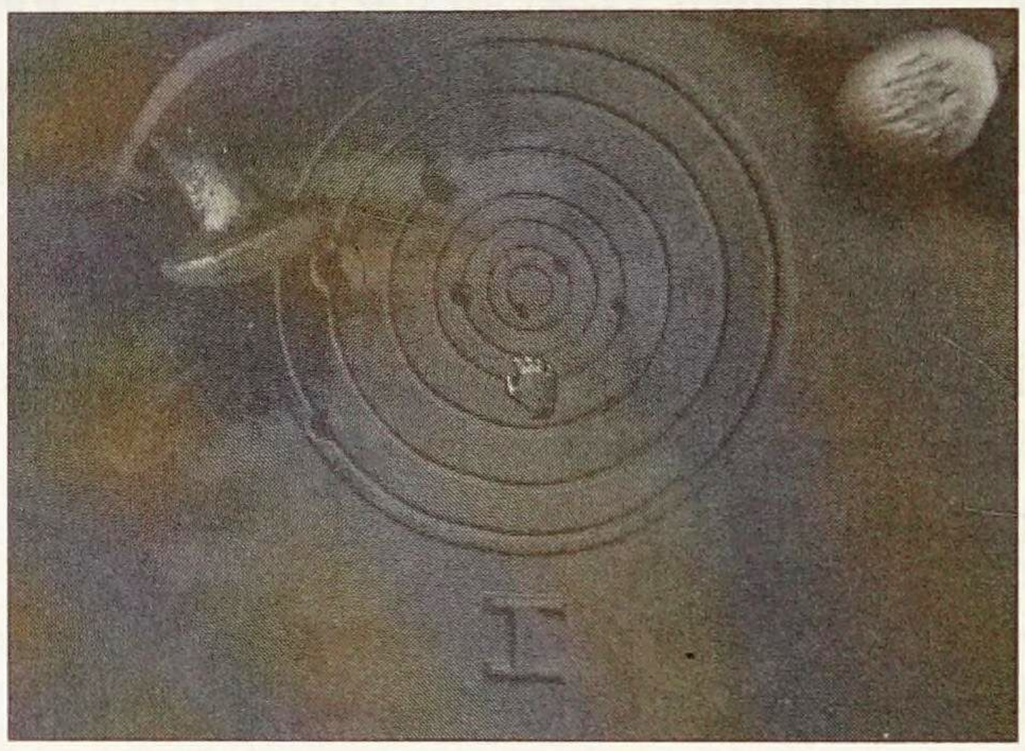
After exiting the castle, turn left and walk through the trees to the second tower in the distance. At the second tower climb up to reach the crystal. At one point you can climb either left or right. Go left. After getting the crystal, climb back down the tower and head back to the castle. Go through

the tapestry, and climb back up the ladder, stopping at the midway point that exits to a small workspace with a desk.

At the desk, the correct items for an experiment will automatically be placed on the table. Connect the wires to the crystal and then watch the disappointing results. Have a bite to eat. You'll fall asleep and wake up to see the end of your experiment crawling away. Take the grappling hook, and exit the castle from the entrance hall.

LET'S RANSACK THE SECOND FLOOR!

Dr. Frankenstein must be a late sleeper so let's take advantage of that and snoop around his castle. Head left to the tree with the rope lying close by. Look down at the rope. You'll see a plaque. Copy it. Using the grappling hook and rope, you can reach the small upper window directly above you.



Go through the window to the room beyond. Note the fire in the fireplace. Another mousetrap-like action using the aquarium opens a secret passage that comes in handy later. To get out the door it's better to have the Knights' axes chop a table rather than you.

Head to the end of the corridor and turn left. Find a trashed room halfway down the hallway on the right. In it is another plaque to copy. Back in the corridor turn left, and go down the hall to a side passage on the left. Enter the door at its far end. The axe on the left will make a good reaching tool. Once you're down on the library floor, read all the notes. Take every note that's removable.

TIME FOR SOME MAJOR MAZE RUNNING

Exit the library at this level. In the passage turn left and walk to the corner. Turn right and then exit to the entrance hall at the first door on the left. Exit the castle and turn right. Follow the roadway until you reach a long pool. Note and copy the plaque at its base. From here you should be able to see the entrance to the garden on the left. Enter and turn right. Proceed past the buffalo hedge to find the ladder and climb down. From

here you can travel through a tunnel that's behind you to find a ladder leading up again to the garden. Now head to the surface, and get ready for a hell of a maze.

- Go: R, F, R, F, L, and F. You should find a skull with a bug. Take it.
- Go: L, F, L, F, and L. Note the hole in the ground. Go F over the hole.
- Go: R, F, L, F, R, F, L, F, R, F, F, L, F, L, F, L, F, and L. Do you see some things that look like they're from the Little Shop of Horrors? Using the bug should get you a pair of hedge trimmers.

- Go: L, F, R, F, R, F, R, F, F, L, F, F, L, F, R, F, R, F, R, F, and R. There should be doors covered with vines.

Use the trimmers. Go through the doors and down the tunnel. At the bottom, turn right to pull a lever that clears the hedge maze! Turn and crawl through the hole. At the end of the passage there should be a ladder. Take it up.

TUNNELS, OCTOPI, AND PADDLEWHEELS

You should be in a room with a mechanical planetary chart. Align the planets according to the pattern on Plaque I. Open the first panel on each of the two rows, and pull the side lever to open the entrance to the first cavern. Enter the cavern and go straight to the first triple archway.

Here you'll meet a hand named Dirt. DON'T HURT HIM! Follow Dirt to the right tunnel, then left as it bends. At the second triple archway follow Dirt to the left. Follow the passage to the wall, and then go right and straight. At this wall turn left and go straight. This passage will lead to a dock area.

At the dock area you can connect a battery to start the air pump. Don the diver's helmet and take the spear. Go for a swim. Underwater, turn right to find a distressing note.

Turn left twice to find a chest. Notice its contents. Continue turning left to the ladder. Are you glad you brought the spear? After the octopus is dead climb up the ladder.

Head back to the tunnel at the back of the dock. Go straight until you reach a branch in the passage. Follow the right path. Advance forward two steps, and then turn left. Go straight until you hit a wall and then turn right. Take one step forward and turn left. Walk forward straight toward the door until you reach the paddlewheel.

In the paddlewheel room turn on the water valve to stop the wheel. You can cross over the stream and attach the chain to the paddlewheel. Start the water flow to rip the door off its hinges. Cross over the stream and pull the switch on the right. There are three conveyor belts to be activated back in the passages from where you just came. Good luck.

2020

Hell

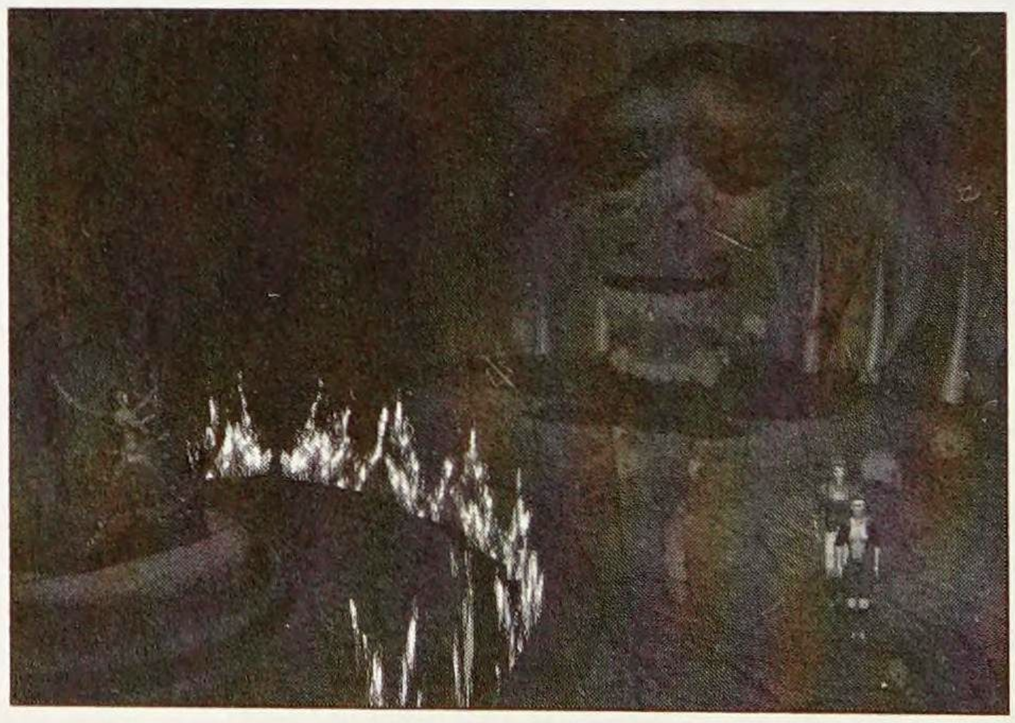
Hell is a slightly above average CD-ROM puzzle adventure that is, perhaps, best suited for older adventurers, in spite of all the cyberpunk hoopla. It moves leisurely (younger players may interpret this as meaning *too slowly*) through a complex story with numerous characters (meaning it may be too wordy for some) and has many difficult-to-solve puzzles.

TO HELL AND BACK

Start in Dante's Apartment in Union Station. Pick up the key on his desk after talking to him. Go to Captain Jersey's Kitchen in Georgetown. Click on the DC Map icon. Find Georgetown. It will flash red. Click on it. Click on Captain Jersey's Kitchen (red text) in the menu. Pick up the scrub list on the table and examine it. Talk to the Captain.

Interface

Go to the Interface at Foggy Bottom. Click on the door and talk to Karl the doorkeeper. Type SESAME, and enter the now open manhole. Talk to all in the bar. Ask Cynna Stone, Scub Stephens, and Sophia Bene to join your party. Go in the backroom. Talk to the imp Abonides. Type CONDEMN to see Mr. Beautiful. Agree to journey to Hell; once there, pick up all the



weapons on the shelves (including the hellblade on the wall), and put them in your inventory. Talk to the two being tortured. Enter the next room to talk to Sanguinarius. You will automatically win the battle. Click on the DC map to go back to the Interface.

Talk to Mr. Beautiful then go to the Pentagon Reception Area at the Pentagon. Talk to the receptionist. Ask to go to General Mangini's office. Use the walkway to go through the large doors. Talk to Sanguinarius. Go to Hell again. Talk to everyone. Pick up the beer mug and fill it with acid. Put it in your inventory along with the steel lid and then use the hellblade to rescue Ms. Getty. Click on the DC map to go back to the office.

Gang Alley and Cybershop

Go to Gang Alley in Macpherson Square. Talk to Christopher Modesta, Dolph Van Ittey, Chastity Bene, and Blood McGrath. Enter the clubhouse on the left (Clean). Talk to Gracie Lovell and Drip. Examine all available doors (click on the option in the Examine menu) and take the one to the southeast. Talk to all, including Temperance and Phrackie. Agree when Phrackie asks if you want her to run a RAP. You'll end up with a hundred thousand dollars. Go to the Cybershop in Macpherson. Take the coil of copper. Talk to Dr. Clean, and buy the lockpick surgery.

Go to the Transgressions Entrance in the Federal Triangle. Pick up the pencil beside the computer keyboard, and use it on the nearby pad to get the password. The codes GOD'S JUSTICE, FOGGY BOTTOM (ggyttom), HELLPIT (llit) and DEAN STERLING (anerling) allow you to read all available files. Do not miss reading all the information in the file "Fringe."

Some adventures in Hell are not very productive. Building the still is one of them; but here's how you do it. Go to New Corporeal Biologics in the Federal Center SW. Talk to everyone. Take the large beaker and the small beaker. Pick up Scub's Rigger Skill (shaped like a hammer) and right-click it on the copper coil in the inventory to make a still. If you don't build a still, you must still take the electromagnetic gun and return to Gang Alley.

Enter the clubhouse to the east (Deadly Seven). Talk to everyone. Agree to give Ms. Prophet the money for which she asks. Give Dante's key to Electric Sex and get a password. Check all available doors and take the one to the south. Talk to Barbara Bacchus and Languo. Give Languo the still and talk to him. Enter the door to the north. Click on Dolph's computer, and type BLOODNET when asked. Read all the files.

Go to Pap Pap John's Comix, talk to John and Anna, fix the computer (type IMPERATOR) and talk to Anna again, and get the Porn Comix. Give the Porn Comix to Temperance in the Clean Clubhouse. Talk to all gang members (Deadlies or Clean) who wish to talk again, including Christopher, Chastity, and Dolph.

Go to the Voice Of God Radio in the Mall and talk to Nick Cannon. Then go to the Phreakbeats Hangout in Judiciary Square and talk to the two Phreaks (you won't need the fire extinguisher). Go to Oscar Drexler's Apartment in Union Station. Talk to Drexler until he agrees to go with you. Go to Dante's Apartment, leaving Drexler there.

Senator Burr

Go to *A*ldous Xenon's Loft in Gallery Place/Chinatown and talk to Xenon. Pick up the homing device. Go to the Pentagon Garage Office in the Pentagon. Talk to the guard twice. He'll demand a pass. Pick up Sophia Bene's Forgery skill, and right-click it on her template (within the inventory).

Enter the garage. Talk to the mechanic. Examine the lunchbox (note the name). Put the mechanic's creeper in your inventory. Go back to the office and talk to the dispatcher. Ask to page someone. Type JO BOYLE when asked for a name. Go back to the garage and use the homing device on the auto. Talk to Aldous Xenon. Then go to the British Embassy in Dupont Circle. Talk to the three in the outer office. Then enter the office to the west and talk to the Senator.

Go to the Psionic League Headquarters in Georgetown. Talk to the two in front, then enter the east door and talk to Suzy Toast, then Columbus, and then Suzy Toast again. Talk to Columbus again and go to the Menial's World Headquarters in Capitol South. Talk to the Menial. Take a beer from the refrigerator and place it on the floor. Take the Riggers dream powder and use it on the beer bottle. Put the drugged bottle back in the fridge. The Menial uses his ESP powers to drink that bottle and passes out. Take the collector unit (digger). Go back to Suzy Toast. She modifies the unit into a Psionic Distorter (cyberfry).

Go to the Asylum Waiting Area in Foggy Bottom. Talk to Clap and friend. Clap knows where Splits is. Go in the next room, and talk to everyone as long as you can stand it. Then use your modified collector unit (cyberfry) on either Chet or Hump.

Talk to the survivors in both rooms. Go to Fitzgerald's Speakeasy in L'Enfant Plaza. Take a beer bottle from the bar. Talk to the patrons of the bar and the bartender if you wish. Talk to Splits (sitting at the bar) last. When he asks for a disturbance, throw (use) the bottle at (on) the TV. Talk to him again, and have him join the party. Dismiss Sophia Bene. Go talk to Suzy Toast. Talk to Columbus after Suzy goes wild.

Deepthroat

Go to Dean Sterling's Office in Farragut North, and talk to Dean Sterling. Go to Asmodeus' Porn Studio in Union Station. Talk to Grinda, Rutterkind, and Asmodeus. Agree to go to Hell, then talk to Asmodeus again. Talk to Dean Sterling when you have the chance and then take the Psychopomp. Go to Dante's Apartment. Talk to Dante. He will have a message for you from Deepthroat. Use the Psychopomp on yourself at Dante's. Type GARAGE and talk to Deepthroat.

Go back to the Interface. Ask Sophia Bene to rejoin the party (with her new template). Dismiss Scub Stephens. Enter the back room. Talk to the two gangsters Secedine and Marko. Take the pool cue. Do not take the head. Talk to the head of Mr. Beautiful and his imp, Abonides. Copy the number chart Abonides recites if you want to solve the puzzle.

If 23 is "R" in the alphabet, then the letter "A" is six and so on. The numbers translate to FRIUT (a misspelling of fruit), DEATH, HELL, ROAD, and OIL. The words are clues to the songs on the jukebox. Press E3, E8, and D9. Wait a bit and the pentagram sinks. Enter Mr. Beautiful's hostage room, and talk to the gangsters again. They give you the DAT. Take the DAT to Nick Cannon at the Voice of God Radio for a translation. The voice on the tape (DAT) says, "God is dead!"

THE REST OF HELL

Begin by making a copy of the part one save game, and renaming the copy "part two."

The next section of this walk-through begins with Resurrection Unlimited (alternative one) which requires you to play a frustrating arcade sequence you may want to avoid. If so, skip to British Embassy (alternative two).

ALTERNATIVE ONE: RESURRECTION UNLIMITED

Go to Resurrection Unlimited in Arlington. Talk to the technician. Go through the door. Take the mechanic's creeper from your inventory, and use it on yourself. Save the game.

It may take dozens and dozens of tries to creep through the security area, section by section. Examine resurrection units. One of the bodies has a Latin phrase on its chest.

Go to the Gnostic's Office in Capitol South. Talk to Professor Coronary. He won't do anything for you until you bring him the Blaze parchment. Go to The Collector's Room in L'Enfant Plaza. Use the electromagnetic gun on the parchment. Return to the Gnostics's Office. Talk to Daniel and the others in the next room. Get the reading list from the top of the computer (you may have to talk to Professor Coronary again before Daniel allows you to take the list.) Take the list, examine it, talk to Coronary again, and write down the password GESTICULATE. Go to the British Embassy.

ALTERNATIVE TWO: BRITISH EMBASSY

Talk to everyone and then use the Psychopomp on yourself and type CHARON. Talk to the ferryman and go to the Hell Music Room. Talk to Alice Trenton. Solve the puzzle and free Alice by left clicking on B E C A G (the silent letters in the verse Alice recites) and in that order. The DC map icon has been replaced with a Styx icon. Click on it to return to Charon.

Go to the Hell Dentist Office. Talk to the demon. Take the dentist drill and the small NO_2 cartridge. Use nerve gas on the large tank of NO_2. If you don't have any nerve gas, that's because it's still back at Sanguinarius' Armory. Have Charon take you there to get it. Go to the Ratroom. Talk to Dingo Tucker. Use the NO_2 cartridge on the rat cage.

Go to the Hell Zoo. Talk to everyone. Take the jar of food and use it on Machalus. Take the keys from the wall and use them on the cage holding the vicious beast. Take some floating beasts, a staff, and another bucket of Styx water. Go to the Hell Ice Field. Use the floating beasts to get over to the block of ice. Use a bucket of Styx water on the block to free the man.

Go to the Wall of Flame Hellpit. Talk to Prudence Alala. Use the steel lid on the steam hole. Stand on the cover. Ride over the flames. If you don't have a steel lid, have Charon take you to Beautiful's Hostage Hellpit to get them (pick up the beer mug and fill it with vat acid if you haven't done so earlier).

Go back to Charon. Click on the DC Map to return to the British Embassy.

Massimo Eddy

Talk to Dante. If Dante says Deepthroat is ready to talk again, use the Psychopomp and type GARAGE. If Deepthroat hasn't contacted Dante yet, talk to Gracie Lovell in

the Clean Clubhouse for some tragic news. Go to Eschatology, Inc. in the Watergate and talk to Hercule Rue Des Couers and Christy Abraxis. Then try to reach Deepthroat.

After you've talked to Deepthroat, go to the Bureau of Records in the Federal Triangle. Talk to Mr. Calcutta and Ms. Stinson (she gives information about Transgressions access code). Go to Transgressions (use the lockpick implant to enter). Activate the computer. Type GOD'S JUSTICE, select Government Operations, and then Massimo Eddy. Scroll through the information. Type TRIANGLE when asked for the credentials access code. Log off. Put the template in Bene's inventory and right-click her forger skill on it. Give the credentials to Mr. Calcutta at the Bureau.

Go to Lee Mansion in Arlington. Have Splits use his psionic skill on the guards. Enter the next room. Use Beautiful's cue stick on the lamp. Enter the next room and talk to Massimo Eddy to get some notes. Examine the notes. Return to the British Embassy, and talk to everyone, especially Katerina Goertz. She should have information about more hostages (if not, come back later). Use the Psychopomp to go to Charon.

Go to the Belly of the Beast to talk to Thelma Bay Chesapeake. Take the stone and femur bone. Use the stone with the bone. Go to the Abyss. Talk to Jeremy and Gack. Dip the hellblade in the beer mug of acid (saving a trip back to Beautiful's acid vats later in the game). Give Gack the beer mug of acid. Take the bucket of tar. Go back to the Embassy. Talk to Jeremy. Give him the mathematical note from Massimo. Jeremy adjusts your Psychopomp.

If Dante hasn't been contacted by Deepthroat yet, use the time to win a million dollars at the races. Go to the second room and click on the betting machine. The winning jockey is dressed in two primary colors (blue and yellow); the place jockey is dressed in two secondary colors (orange and green), while the show jockey is dressed in two tertiary colors (pastel shades of aquamarine). Type in 90000 for your bet. After you win, accept the old guys' congratulations. Go talk to Dante.

Rescue at the Pentagon

Use the Psychopomp and talk to Deepthroat. Go to the Pentagon Reception Area. Talk to the receptionist. Go to Thomas Meaculp's Office, using the walkway and enter the double door. Access the computer. Type SORROW, DECKING UNIT, WEALTH, and LOS ANGELES as answers to the four questions. Return to the receptionist and go to the Pentagon Jail. Use Cynna's EMP grenade on Steele Jack. Use her mini-bombs on the jail door. Go to the British Embassy. Talk to everyone several times.

Katerina eventually gives you the names of more poor souls trapped in Hell. While waiting for her to do so, revisit places you've been to. You may notice if you skipped

alternative one that options previously open are now closed. The Blaze parchment is no longer in the Collector's Room, and Professor Coronary will not help you. Finally, you've checked back with Katerina and she gives you more names.

Use the Psychopomp and type CHARON. Go to the Hell Steel Mill and talk to Brett Carew. Use the staff on the gears. Go to Hell's Desert and talk to Walker Dash and Atroxias. Use the dentist's drill on the water jar. Go to the Hell Schoolroom and talk to Randal Singh and Mr. Maledictum. The base letters for the pop quiz are D, L, and H. (D+1 = E, D+15 = S, etc.) The answers are DES MOINES IOWA, LITTLE ROCK ARKANSAS, and HELENA MONTANA.

Unholy Three

Go to Belial's Throne Room. Use the explosive charge on the flashing section of the floor. Pick up Belial's medal after you defeat him. Go to Beelzebub's Throne Room and use the bucket of tar on the room. Take his wing. Go to Mephisto's Throne Room. If you have previously dipped the hellblade in the beer mug of acid you will defeat him. Take his hand. Go to Cerberus' Lair. Because you have the hand, medal, and ring, you can quietly walk by Cerberus into the next room. Wait for the demon to leave and take the brush. Use it on Satan's Gate. Paint the words GOD IS DEAD. Enter and kill Satan.

Go back and talk to Katerina Goertz and Senator Burr. Senator Burr wants you to find out more about the members of the attack team still missing. Go to the Transgression computer. Type GOD'S JUSTICE. Go to Government Operations, Night of Re-Entombment. Type JEREMY VERDI and then GESTICULATE. Examine and read the memo the computer prints out and puts in your inventory. Return to the British Embassy and talk to everyone. Use the Psychopomp on Rachel and type SPAWNER.

Pentagon Reception Area

You are automatically taken here at the end of Rachel's adventure. Talk to the receptionist. Select the Pneumatic Delivery Room. Enter and take one of the tubes on the floor. Right-click the gas bomb on it. Give the bomb-tube to Jute, and type MIRACULUM SEPULCRUM. Return to the reception area. Select the Pentagon Chapel. Take the taper. Counting from left to right, light candles numbered six, three, one, four, seven, two, five, ten, eight, and nine. Solux enters. Kill her. Enter the Hell Computer Room (through the hole Solux entered). Use the Hell bug disk on the mainframe.

The rest is all automatic. No more puzzles. Congratulations. You've won!

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HOW TO INSTALL THE CD-ROM

To install the easy-to-use interface that will let you browse and install the CD-ROM's contents follow these instructions:

1. In Start menu, select the Run command.
2. In the Run window, type `D:\INSTALL` and press Enter. If your CD-ROM drive is not your D drive, replace the D with the correct letter.
3. The Installer will create an icon in Program Manager for Interactive Entertainment's point-and-click program. This program will assist you in installing the games on the CD-ROM.

For Windows 95 Users:

The Best Adventure & Role Playing Games demos included on this CD-ROM have been tested on Windows 95 machines running DOS in protected mode (MS-DOS Mode).

If an installation of one of the games below does not work from a Windows 95 window, restart your computer in MS-DOS protected mode (reboot the computer, press F8 when the "Starting Windows" message appears, and then select MS-DOS mode). Then, install the game from the DOS prompt, directly from the appropriate directory on the CD.

(The reason for the problem: Many of these games require too many resources to be shared within Windows 95.)

Diablo Demo

TO PLAY Diablo Demo Exit Adventure/Role-playing Guide CD. Change directories to D:\DIABLO and run DIABLO.EXE. (requires DirectX to run, a copy of DirectX can be found in D:\DIRECTX of this CD)

ABOUT *Diablo* Demo This version of the *Diablo* demo comes ready-to-run from the CD, however, it will run at an optimal rate if it is copied to the hard drive. Diablo is a role-playing game that feature randomly generated dungeons. In the demo, you cannot descend past the first level.

TROUBLE? See the README.TXT in the D:\DIABLO directory (where D is your CDROM drive). Blizzard can be contacted at 1-800-953-SNOW. Their Web site is at www.blizzard.com.

Beavis & Butt-head

TO PLAY *Beavis & Butt-head* *Beavis & Butt-head* is a Windows 95 ONLY game. To play it, Exit the Adventure/Role-playing Guide and change directories to D:\B&B (Where D: is your CDROM drive) run the program BBGAME.EXE to start the demo.
ABOUT *Beavis & Butt-head* *Beavis & Butt-head* is an adventure game starring those two MTV geeks in all of their glory. Careful—this one ain't for the kiddies.
TROUBLE? See the online help source for information about playing the game.

Sam and Max Hit the Road

TO PLAY *Sam and Max Hit the Road* Exit Adventure/Role-playing Guide and Windows change directories to D:\SAMDEMO (Where D is your CD-ROM drive) run the program SAMDEMO.EXE (if you type SAMDEMO ? on the command line it will give you options for running the demo).
ABOUT *Sam and Max Hit the Road* This non-playable demo shows you some of the antics of this pair of silly sleuths.

Ripper

TO PLAY *Ripper* Exit the Adventure/Role-playing Guide and Windows, change to the D:\RIPPER directory (where D: is your CD-ROM drive) run RIPPER.BAT to configure and play the demo.
ABOUT *Ripper* Jack's back—this time in cyberspace—in an interactive adventure guaranteed to splatter your screen with intestines, expletives and tough puzzles. Starring Christopher Walken, Karen Allen, Burgess Meredith and more.
TROUBLE? If you have problems running the demo, contact Take 2 Interactive's technical support department, Monday–Friday at 412-539-6407, 9 a.m.–5 p.m. EST.

The Riddle of Master Lu

TO PLAY *The Riddle of Master Lu* Exit the Adventure/Role-playing Guide and Windows. Change directories to D:\RIDDLE (where D is your CD-ROM drive) and run INSTALL.EXE
ABOUT *The Riddle of Master Lu* The adventure takes you on a journey with Robert Ripley, of Ripley's Believe it or Not.
TROUBLE? See the README.DOC file for information about installing *The Riddle Of Master Lu* contact Sanctuary Woods Multimedia. at 415-286-6110, Monday–Friday 7 a.m.–10:30 p.m. Pacific Time, Saturday 8:30 a.m.–5:30 p.m. (Pacific Time).

The Pandora Directive

TO PLAY *The Pandora Directive* To install *The Pandora Directive*, exit Adventure/Role-playing Guide, change to D:\PANDEMO (where D: is your CD-ROM drive) and run

SETUP.EXE (for a Windows 95 installation) or exit Windows and run INSTALL.EXE (for a DOS installation). To play under Windows 95, select the demo from your START menu. To run under DOS, change to the directory where the software was installed and run PANDEMO.BAT.

ABOUT *The Pandora Directive* *The Pandora Directive* is the sequel to Under A Killing Moon. It's a detective adventure featuring FMV and an all-star (ok, maybe a partial-star) cast.

TROUBLE? Should you have any problems running the demo first check the READ.ME file in the directory where the software was installed. If you still can't resolve your problem, contact Access' Technical Support at 800-793-8324 from 7:30 a.m. to 8:30 p.m. MST, Monday through Friday. You can also send email to tech@accesssoftware.com.

Jewels of the Oracle

TO PLAY *Jewels of the Oracle* Demo Exit Adventure/Role-playing Guide and change directories to D:\JEWELS (where D is your CD-ROM drive) run JEWELS.EXE to start the demo.

ABOUT *Jewels of the Oracle* Demo *In Jewels of the Oracle* from Discis, the player discovers an ancient temple devoted to the sharpening of the intellect. By solving the 30 some-odd puzzles within, he restores the site to its former glory, and also gets to keep the jewels.

TROUBLE? Call Discis technical support at 800-567-4321, extension 7010.

Monty Python and the Quest for the Holy Grail

TO PLAY *Monty Python and the Quest for the Holy Grail* Exit the Adventure/Role-playing Guide and change directories to D:\GRAIL (where D is your CD-ROM drive) and run the program GRLDEMO.EXE

ABOUT *Monty Python and the Quest for the Holy Grail* Journey to Camelot in this wacky game. Spank virgins. Bring out your dead. Plant shrubs. You can't beat that.

TROUBLE? Should you have any problems running the demo contact 7th Level, Inc. at 214-498-8068 Monday–Friday from 8 a.m. to 9 p.m., Saturday from 8 a.m. to 7 p.m. Central Time. On AOL use keyword (SEVENTH), and on the web at www.7thlevel.com.

Time Lapse

TO PLAY *Time Lapse* Make sure your display is in SVGA mode (640×480×256). Disconnect your joystick, exit Adventure/Role-playing Guide CD, move to the D:\TLAPSE (where "D" is the letter of your CD-ROM) and run TLOVIEW.EXE to start the demo.

ABOUT *Time Lapse* *Time Lapse* is an adventure through time and space featuring stunning ray-traced graphics. Two of the game's puzzles are provided here for you to sample.

TROUBLE? Should you have any problems running the demo contact the GTE Help Line at 619-431-4264. Customer support technicians are available from noon to 5 p.m. EST.

Dungeon Master II

TO PLAY *Dungeon Master II* After installation, exit Adventure/Role-playing Guide and Windows, change directories to C:\INTRPLAY\SKULDEMO (where C is your hard drive) or whatever directory you specified durring installation. Run SETUP.EXE (This is a DOS program)

ABOUT *Dungeon Master II* The classic role-playing game finally gets a sequel. Wander down long corridors, killing beasts, advancing your character's stats. It's just so classic . . .

TROUBLE? You can contact InterPlay at 714-553-6678 or at www.interplay.com on the Web.

THE PLAYABLE GAME DEMOS INCLUDED ON THE CD-ROM ARE:

Monty Python and the Quest for the Holy Grail

Ripper

The Pandora Directive

TimeLapse

Diablo

Jewels of the Oracle

The Riddle of Master Lu

Sam & Max Hit the Road

Dungeon Master II

Beavis & Butthead in Virtual Stupidity

WARNING

BEFORE YOU INSTALL A GAME, PLEASE HIGHLIGHT THE NAME AND PRESS THE "INFO" BUTTON! READ THE INSTRUCTIONS CAREFULLY!

IF YOU HAVE PROBLEMS, USE THE TECH SUPPORT NUMBERS IN THE INFORMATION FILES. SYBEX PROVIDES NO TECH SUPPORT FOR THESE DEMOS.

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